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N64 MAGAZINE



BODY HARVEST

The greatest Scottish game since they invented the caber. Full report inside!

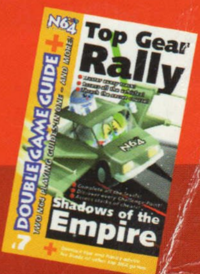
The greatest game of '98

BANJO-KAZOOIE

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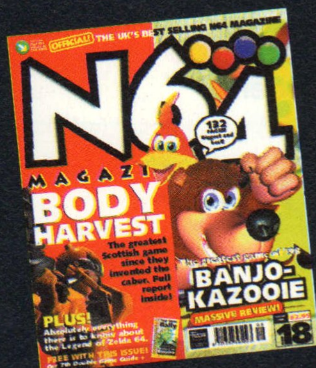
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HOW N64 MAGAZINE WORKS

N64 Magazine is Britain's best selling Nintendo 64 mag. Here's why:

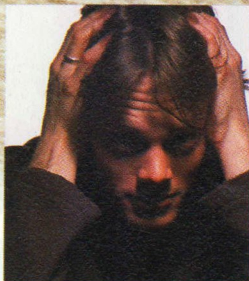
- We won't give anything our 'Star Game' award until we've played it right through to the end. That way we can be sure it really is worth buying.
- Because we're independent from Nintendo, we can write completely honest reviews. If a game's awful we'll say so.
- Because we're independent from Nintendo, we can also review games as soon as they come out in Japan and America, so you know which games are worth looking forward to.
- The main focus of **N64** Magazine is always the N64 games you can actually buy here in the UK, however. We never pad out the magazine with huge articles about games that only the Japanese can play.
- Our correspondents in Europe, Japan and America supply us with exclusive first-hand news every month. We don't copy rumours and speculation off the Internet.
- **N64** Magazine is written by the most experienced Nintendo fans in the business. We know what we're talking about, so we're able to cram every page with useful information and advice.

Don't be fooled by feeble imitations!



WELCOME TO N64 MAGAZINE

Sheesh on a stick – what a month for games!



First of all of course, *Banjo* is brilliant. The first absolutely must-have game of '98 – it's up there along with *GoldenEye* and *Diddy Kong Racing* in the N64 premier league. You've got to play it really, but our massive review starting on page 54 should give you more than a taste of what all the fuss is about.

Last issue Tim flew over to the United States to report on the E3 show in Atlanta. When we told Martin it was his turn with the air tickets we think he was expecting something slightly more glamourous than an Easy Jet flight to Scotland. Poor dear. Anyway his visit to Dundee Dream Teamers, DMA Design confirmed what we've always thought about *Silicon Valley* and *Body Harvest* – they're brilliant games just waiting to happen. And by the looks of things we shouldn't have to wait too much longer.

While he was wandering DMA's corridors, Martin also managed to uncover an all-new N64 project called *Wild Metal Country*. True to DMA form, it doesn't really fit into any established category of game, but it's another of the N64's growing list of more adult titles. Martin stared long and hard at it before reporting his findings. They start on page 34.

I'm finally learning to drive. Pathetically late, I know but I am at last making the effort. Anyway for the safety of all concerned, it might be better to stay off the roads around Bath between 6 and 8pm on Thursdays. I've always selected the 'Automatic' option in racing games, and I'm having considerable problems with the clutch.

Surprise of the month goes to *Mortal Kombat 4*, which – astonishingly – is pretty good. Hardcore beat-'em-up fans will probably disapprove (Wil does), but no other game has made as laugh so much for ages. When Martin and Tim talk about all the fatalities they've managed so far, it seems that every description ends with "And then his head comes off." It'll be out in the UK soon, and we'll do a fuller review as soon as it does. Until then, turn to page 76.

Enjoy the issue!

JAMES ASHTON
EDITOR



GO! GO!

N64 MAGAZINE FOR NINTENDO 64 FANS

Issue 18, August 1998

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Your first look at the *BIG* new N64 games!

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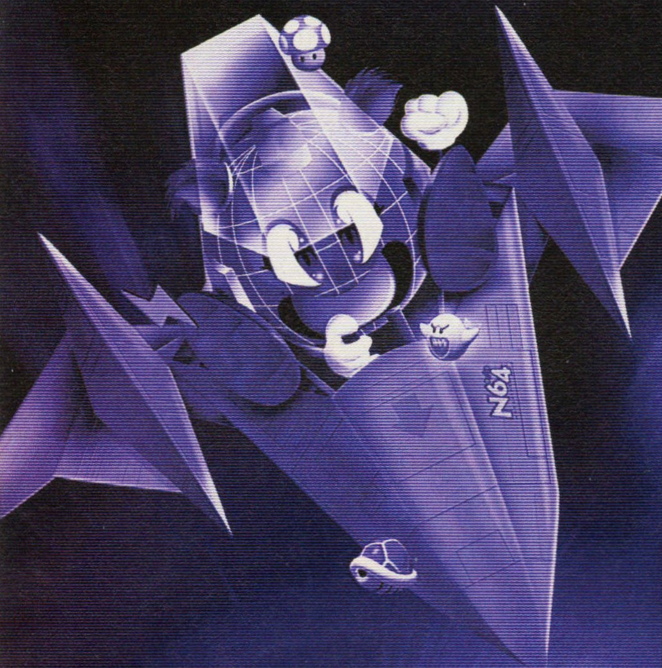


PLANET 64

NINTENDO 64 NEWS CENTRE

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REGULARS



N64 MAGAZINE FUTURE LOOK

Your first look at the *BIG* new N64 games!

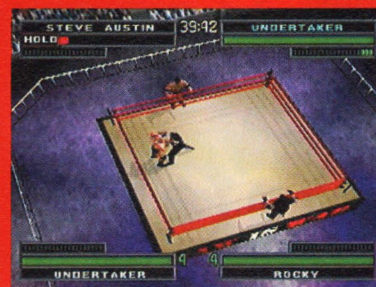
this month

WANT MORE NEW GAMES?

Check out the Coming Soon section of Planet 64 on page 18! GO! GO!











If all else fails, just give him a whack round the chops.

Fights can bleed outside the ring. Mankind is getting hammered here.

And, of course, weapons can be used to cause maximum damage.

WWF Warzone	
ACCLAIM	
August	1-4
UK release August	




WWF WAR

pub fighter



British Bulldog gets his pony tail pulled. Nice.





Bet the crowd behind him aren't pleased.

You can control the camera as you see fit.



WF Warzone will be a familiar fixture with late night Sky Sports viewers. Flick over at ten o'clock every Friday night and you'll be greeted with rock hard guitar riffs, a pair of American blokes shouting VERY LOUDLY, and groups of fat people lumping about the ring, beating each other to a pulp. It's a zone! And there's a war going on! Or something.

Actually Warzone is just one of the WWF 'themes' – there's also the WWF Royal Rumble, for example, or WWF In Your House – but it's by far the most popular, with millions of Americans (and then a week or so later, millions of Britons) tuning into the latest instalment for news on whether The Undertaker's packing it in, or whether Shaun Michaels managed to pick out the wedgie he received from Goldust. All of which proved far too enticing for Acclaim to pass on, especially with the super-talented Iguana US in tow.

And this is the result. The first thing grapple fans will probably notice is that a lot of the wrestlers included in the game, don't actually wrestle in the WWF any more. British Bulldog? He's taken his mutt and gone to work as a bottle top screwer-on in a lemonade factory in Stockton-on-Tees. Bret 'The Hitman' Hart? Couldn't *hit* a barn door. And then fell off the side of a mountain in Nepal. Still, who really cares? And, anyway, *WWF Warzone*, if you hadn't already guessed from the screenshots, is brilliant.

An inspired inclusion is the Create-a-Player mode. Where else could you dress someone up like the Village People?

Okay, so it's brilliant in a wrestling kind of way (i.e. it's brilliant because it makes you laugh), but that's no bad thing. And it looks absolutely incredible, with gorgeous high-res graphics and photo-realistic fat blokes, achieved by mapping pictures of the wrestlers onto the polygonal models. There's also some of the best sound effects we've ever heard in a beat-'em-up, including cat-calls from the crowd (with one woman sounding like she's in the process of being mugged) and squelchy noises when you knee an opponent in the groin.

The game's as comprehensive as you'd expect with Tag, Co-operative and Challenge modes, as well as a Cage option, which encloses the ring in steel fencing (thus cutting down on outside-the-ring activity), and a Weapon alternative, which tosses televisions, chairs and what look like torches into the ring for you to pick up and smash as heavily as possible across your opponent's face in a gloriously violent (and really quite amusing) fashion.

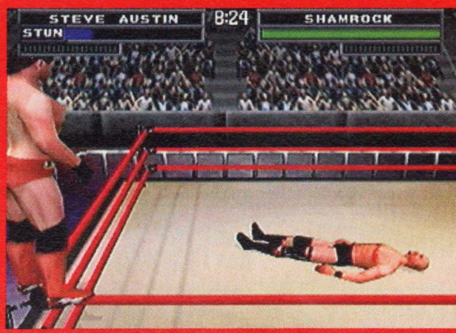
The wrestlers have a host of recognisable moves, all based around their real-life counterparts, and these are accessed via the C-buttons. Punching and kicking – punching being the last ditch attempt at regaining some sort of respect – are operated with the A and B buttons and pressing Z gives you a handy side-step, so you can avoid those nasty 'washing line' manoeuvres, where an opponent comes at your neck, arms outstretched on one side.

But, perhaps, the most inspired inclusion is the Create-a-Player mode. Okay, so it might not *sound* inspired – it has, after all, been done many times before – but creating a player and creating a *wrestler* are two entirely different propositions. Where else could you have a man so fat he'd barely fit into a small Pacific island, let alone a wrestling ring? Where else you could dress someone up in a Village People leather jacket, bright pink leggings and tiger skin boots? Where else could you give someone a wonky moustache, some duff sunglasses and a mullet?





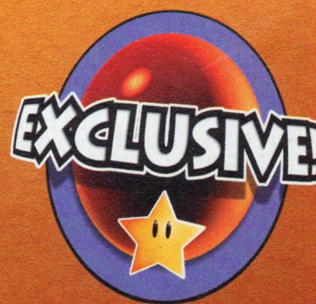
Ooooh. Harsh. 'Stone Cold' Steve Austin is indeed stone cold.



Perhaps it might sound like a purely cosmetic feature but who cares? It made us a laugh. A lot. And saving out your wrestler and throwing him into the ring against The Undertaker is absolutely fantastic and adds some much-needed longevity.

So, why do we like this more than we liked *WCW vs NWO*? Well, technically it's better, but more than that, it combines everything a wrestling fan would want from a wrestling game *and* a good serving of humour, something that *WCW* lacked. Oh, and we just can't get over the Create-a-Player mode. We're still playing Frankenstein now, three weeks after we got the game in. A review cometh very soon indeed.

ZONE





Your basic grappler. Medium build and boring.

And then after some transformation. That's better.







TO BE CONTINUED... We'll review a finished copy of WWF Warzone next month, after the making the final touches to Hick Boy.

EXCLUSIVE NEW SCREENSHOTS OF PSYGNOSIS' LIGHTNING FAST RACER





◁ Autopilot. Perfect for difficult corners and nasty weapons.

▽ See how everything's not bogged down with fog? Lovely and nice, eh?









Wipeout 64	
PSYGNOSIS	
November	1-4
USA release November	

WIPEOUT 64

fast, faster, fastest









◁ The feel of the craft is excellent. Floaty, but sharp round those corners.

Fast? This is one white knuckle ride you won't want to miss out on. ▷







◁ Four players and still just as fast. Move over Extreme G 2...

Slippery slidey ice world. With speed. And guns. ▷

Just picked yourself up a missile, there. Could be fun... ▽






The news that Psygnosis would be bringing *Wipeout* to the N64 was well worth waiting for. Their PlayStation versions of the game, although not faultless, had been brilliantly entertaining. And playing *Wipeout 64* at last month's E3, even in its very earliest incarnation, confirmed something just as exciting: the 64-bit refurbishment of the company's most famous game was looking every bit as good as we'd hoped.

Okay, so very little was in the show version or, at least, very little had been 'brushed-up' and, of course, there was just the one course to play so variety was also at a minimum. But, even so, there were two tell-tale signs that *Wipeout 64* could be an utterly fantastic racing game.

Firstly, the handling. In the PlayStation versions, there was the annoying tendency for the craft to get stuck on walls. In *Wipeout 2097*, this was sorted out to a certain extent but, in the heat of the battle, it was still something that occurred far too often. In the N64 show version, it had been completely solved. Instead, you just ricocheted off and the pace and vigour of races was never compromised by buttock-clenching collisions. Also, the analogue stick is the controller the game has been waiting for, with the 'glide' of the craft far more convincing and responsive than the D-Pad control of the PlayStation's *Wipeout*.

The second standout feature was the game's speed. Even at a stage where, in all honesty, it couldn't have been more than four or five weeks into proper development, the game was lightning fast but, most importantly, completely controllable. Our criticism of *Extreme G*, you may remember, was that it felt like you had no control over what you were doing. Not so, *Wipeout 64*. And, in this respect, it's a lot like *F-Zero X*. Both games are thrillingly quick but never *too* quick to leave you feeling like a passenger. And, best of all, the differences in speed between the single player and multiplayer were hardly noticeable. It fair rattled along and competed admirably with *F-Zero X's* stonking, and almost finished, alternative.

The six tracks looked truly wonderous; high on detail without any fuzz.

Then, a couple of weeks after E3 finished, Psygnosis turned up on our doorstep with a 50% complete version. Where did *that* come from? Apparently, the game is coming along at the speed of an average *Wipeout* race and the results are looking astonishing. The six tracks – plus secret – looked truly wonderous; high on detail without any fuzz, no misting, corners to cunningly disguise pop-up and weapons that leave *Extreme G's* puny alternatives standing. Just look at the Quake Disruptor as it fires off, making the track curl up and shake and causing all other crafts but yourself to freeze up and crash. Fantastic.

However, for all that has changed in this new version, the two features that initially caught our attention at E3 remain in place, which bodes amazingly well for *Wipeout 64*.

Other details? Well, again the Feisar, AG Systems, Auricom Research and Qirex choice of craft will be available and players will be able to choose from the same pool of weapons – including missiles, the Thunder Bomb, E-Pak, Turbo Boost and Electro Pak – plus some new, N64-specific inventions. And, most interesting of all, is the news that Psygnosis are going to try and squeeze the soundtrack from the PlayStation games into the N64 incarnation, all be it in cut-down versions. Roll on The Chemical Brothers, then?

We'll be the first to bring you the EXCLUSIVE playtest of *Wipeout 64* in a couple of months. And, remember, that's first *and* only. No other magazine has played the game from beginning to end and got every secret. Tee hee.

TO BE CONTINUED... Don't believe what anyone else tells you. We're the only ones to playtest *Wipeout 64* for OURSELVES. Yes, yes.

FIRST PLAYTEST OF KONAMI'S FABULOUS 3D HORROR GAME!



Carrie Eastfield. 12 year old psychic who plays the violin.



Castlevania's day/night system in full working order. Brilliant.

The tremendous-looking Belmont complete with impossibly sharp clothing. And rubbish hair.





Big hands, sharp teeth, white eyes and no reflection. Time to run, no?

The game was just environments but Belmont's whip was working okay.

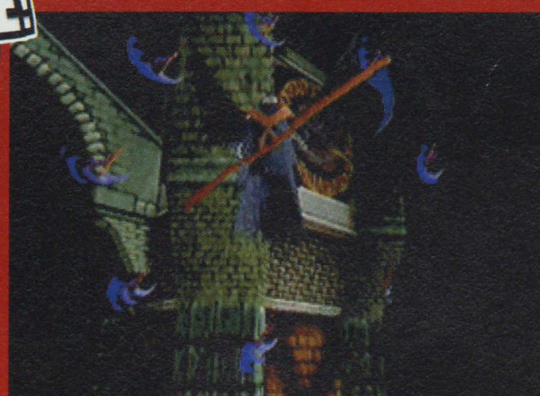


CASTLEV

fright night



Castlevania 64	
KONAMI	
Winter '98	1
UK release 1st Quarter '99	



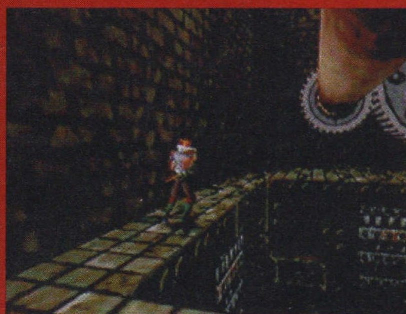
This sequence, featuring Death himself (we reckon), is fantastic. It starts with a close-up then pulls back...

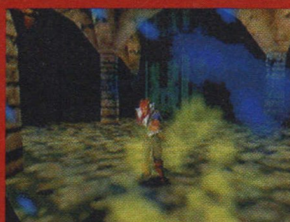
You enter a darkened room inside the castle. A single candle flickers to your left. Around the stone-walled room you can see paintings, and, towards the back, a spiral staircase that rises up, fading into black. Then, above you, something moves.

Thought *Resident Evil* was scary, did you? Er, well, you're right, actually. For sheer heart-stopping, four-legged-zombie-bursting-through-the-ceiling scares, Capcom's game is hard to beat. But, the point is this: whilst *Castlevania 64* might not have the sheer blood, violence or ton weight of zombies that *Resident Evil* has, it *does* have one thing in common with that game. And that's brilliantly timed, *aaaaaaarrrrrgh!*-style surprises.

So, while it might be disappointing that Capcom didn't announce *Resident Evil 64* (but Disney bleeding *Tetris* instead) we N64 owners shouldn't be too put out. Because, in *Castlevania 64*, we've got a game equally as good. And, hopefully, equally as scary.

We'll own up, though. Playing this very, *very* early version of *Castlevania 64* in the office, it looked anything *but* an interactive horror movie. None of the levels were strung together in any sequence and the game crashed more often than Ricardo Rosset. But, legging it about the levels


The cog room. In that hole in the floor, you can see right down into the ballroom.


Belmont whips away at the camera – with flashes too.

Watch the camera pull up and out as Belmont enters the castle.




Belmont. His breath smells of garlic. Little wonder with Drac on your trail.

Up close and personal with Mr Death. Nothing but skin and bone, is he?



The darkness of the castle beckons for our vampire hunter. Hoo, hoo, ha, haaaaaa!



ANIA 64


The sequence where the lizard-things crawl out the ponds and surround Belmont. Brilliant.

(which had no enemies or puzzles in place) it was perfectly obvious that the transition from 2D to 3D has been less traumatic than you might think. Lush textures, interesting level design (one, set in a desert area, was complete with sandstorm and Mad Max-like industrial units) and absolutely fantastic real-time animated sequences all showed definite signs of promise. And the detail on the main characters is brilliant.

So, what did we see? Ooooh, we saw most of the early level design, including the inside and outside of Dracula's castle. This appears to be where much of *Castlevania 64* is set, although there may well be other areas yet to be included.

Inside, the castle is unsurprisingly gothic; stone walls, staircases, fireplaces, paintings, long corridors and plenty of dark corners, perfectly capable of springing ghouls of the night onto you. Also, there was an area where walkways ran around against the walls and allowed you to look down to the main entrance hall below. Oh, and a mechanical room with cogs, pistons and steam. Lovely.

Outside, you can wander about in the grounds where there's a maze and fir trees and, hidden away, playing her flute, Carrie Eastfield, who you can play as later on (you can also play as three other characters: vampire 'specialist' Schneider Belmont, wolfman Cornell Reinhart and Kola, a chainsaw-carrying slow coach). Walking up to the castle, the camera swings out and up as the draw bridge lowers and, beyond, darkness beckons. Oooohaahaahaa!

The furthest ahead of all the features was the real-time cut scenes. One had a zombie suddenly appearing behind Belmont as he padded round the half-light of a hallway; another had Belmont walking outside the castle, beside a pond area. Suddenly, around him, huge lizard-things climbed out of the pond water and surrounded him; a standout cut scene included the appearance of Dracula himself, his cloak bellowing in the breeze. We won't spoil it for you, though, and we won't tell you about the bosses either, particularly the end boss.

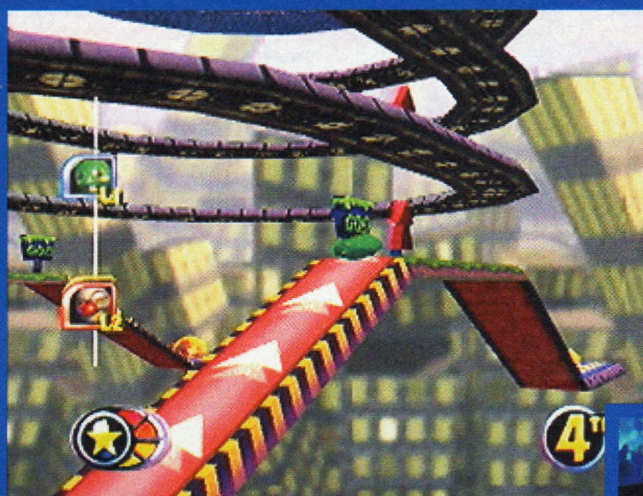
A standout cut scene included the appearance of Dracula himself, his cloak bellowing in the breeze.

So, anyway... You turn and look up towards the ceiling. It's dark but it moves again. You take a step closer. You can make out little strips of white in the gloom. What *is* that? It moves again and then – aaaaaaarrrrrgh! – it leaps at you! A wall-crawling vampire, blood splattered down the front of his shirt and teeth ready to *biiiite*. Welcome to *Castlevania*...



TO BE CONTINUED... We're going to hunt this down again in a couple of months. Watch this space.

FIRST EVER PLAY OF ACCLAIM'S BALL-FILLED WEIRD-'EM-UP!



Eight characters to choose from including the rat-faced glee of Iggy himself. Weirdo.

The pink stretch of track whizzes you off at high speeds to the next section.



A polite-enough warning, telling you that you're lagging behind a good 'un.





The worlds in which the courses are based, vary commendably. Get a load of this one!



Iggy hits a world of hurt as he plummets down from the level above. Some time to make up now.





Iggy's Reckin' Balls	
ACCLAIM	
 August	 1-4
UK release August	

IGGY'S RECKIN'

ball and chain



◁ Third. Not surprising, that. Especially as Reckin' Balls is very, very hard indeed.



Actually, the visuals are pretty impressive. Look at this here. ▷





Reckin' Balls is one of those games that has you wondering how *exactly* the developers came up with the idea. Three weeks of consecutive late nights trying to think up a blisteringly original concept, or sudden burst of inspiration while sitting on the toilet? Who knows.

Either way, what we have here, is a game in the *Bust-a-Move* mould. It doesn't look like much – although *Reckin' Balls* is a good way further along the visual evolutionary scale than something like *Bust-a-Move* – but, similarly, it'll keep you glued to your television for nights on end, joypad fixed in hands, brow slightly sweaty and buttocks permanently clenched. Essentially, it's a game that doesn't rely on anything more than sheer dollops of good, solid, pliable playability.

The premise, then, is cretinously simplistic: you are a ball – a reckin' ball – and you have to win races. Sounds easy, eh? Unsurprisingly, it isn't. The races, to begin with, take place on four separate tracks (there's always four players, CPU or human, competing for honours), all of which are set on platforms that gradually get higher. To climb your way up, you need to make use of your chain, or grapple, which you access by tapping the handily placed B button. What *this* does is reach upward (providing you're below the next platform) and haul you up. Carry on as normal, do the same, repeat to fade.

Ah, but if only it were that simple. See, as you progress, the tracks switch between being completely separate from each other to merging in a circle, giving the other players plenty of opportunity to grab you with their grapple and pull you back behind them. And they will, make no mistake. Playing *Reckin' Balls* for a moment you all-too-quickly realise that it's incredibly tricky. Admittedly, there *is* a difficulty setting but, even so, there's no time to test the waters. As soon as you start, you'll get thrashed to within an inch of your life by your opponents, particularly if they happen to be of the CPU persuasion.

And to add to your woe, there's also a barrel-load of power-up's thrown in for good measure: stuff like freeze bombs (self-explanatory), mine bombs (lay them then set them off as an opponent hops towards them), seeking projectiles (heat-seeking-style arrangement) and reverse controls (stalls the opponents for a limited amount of time and sends them back to whence they came). Also, the tracks themselves have various devices as you progress, including giants fans, conveyor belts and 360° twists, all of which attempt to stall you, and all of which the CPU opponents make ample use of as you try to complete a level.

Reckin' Balls *is the new breed of puzzler: better graphically, larger in ideas, more creative and, yet, equally as hard to put down.*

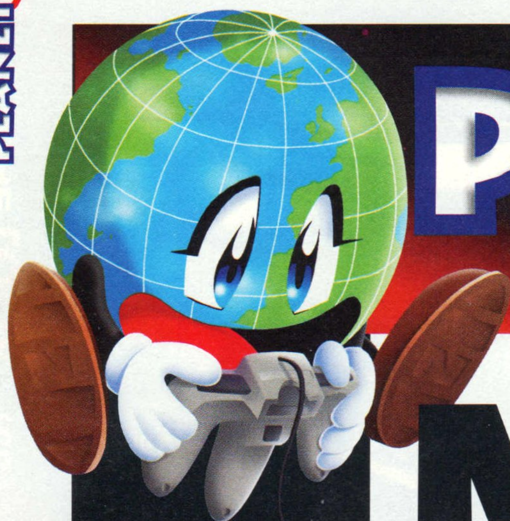
There are eight different characters to choose from, including Iggy himself (who, apparently, "is a happy-go-lucky Californian dude"), and a host of other secret characters complete the roster. Best of all, though, there's over 100 tracks with 10 different environments, ranging from the sweety-laden Candyland to the beach-like Soft Sun Bay. And this, in turn, is spread across five different play modes: race, battle, versus, mix-up and time trial. Mix-up, to avoid *just* that, gives you the opportunity to create your own championship, where you can select ten tracks to race on from a pool of choices.

So, it's simple but hard? Yep, that's about the size of it. But, *Iggy's Reckin' Balls* is the new breed of engaging puzzler: better graphically, better musically, larger in ideas, more creative and, yet, equally as easy to pick up and as hard to put down. It should be great.

BALLS



TO BE CONTINUED... We'll have a full review of *Reckin' Balls* next issue.



PLANET 64

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Nintendo join the show



E3 might have finished, but Nintendo are already planning their next big show: September's ECTS in London...



Zelda. *Significantly better than a severe back alley kicking. And it's going to be at ECTS in September.*

Anyone wandering around ECTS – the Electronics Computer Trade Show – last year would have noticed a number of disturbing things. Firstly, Nintendo's stand was pitifully small and severely lacking in quality games and secondly, Sony's, just next door, wasn't.

This year, however, when the show opens on September 6th at the Olympia exhibition centre, things will be looking considerably brighter. Only months after Nintendo announced they would be giving Europe a proper, central office in Germany, they've decided to up their traditionally low-key presence at ECTS by making the show their premier exhibition for 1998's European titles. Which means Blighty will be graced by the presence of all of E3's biggest games, including the brilliant *Legend of Zelda 64*, *F-Zero X* and *Conker 64*.



Happy old Conker. We'll see if he's still smiling after he's tried the Underground.

The news is particularly encouraging for PAL N64 owners who, in the past, have often got the raw end of the deal when it comes to new games. Not so now. As well as the powerful trio of E3 performers, there's also likely to be Star Wars game *Rogue Squadron*, *F1 World Grand Prix* and possibly some more video footage of *Perfect Dark* and *Jet Force Gemini*. Nintendo will also unveil the Colour Game Boy for the first time in Europe.

Making up the numbers will be third-party powerhouses Konami and Acclaim, the former with the first EVER playable versions of great hope *Hybrid Heaven* as well as *ISS '98* and a possible appearance by *Castlevania 64*. Acclaim, meanwhile, will have a feast of new

SHORT CUTS

POKEMON DELAYED!

Pocket Monsters' debut is being put back until after Christmas, owing to Nintendo's forthcoming launch of the Colour Game Boy. THE Games' Managing Director Dick Francis confirmed that, "*Pokemon* was originally due for launch in Europe in the autumn. But, we already have so much activity planned for the Game Boy this year, that we didn't think it was necessary to launch before Christmas". Which possibly suggests that the *Pokemon* range might be undergoing some tweaking so that it's compatible with the Game Boy's new colour palette, something that's also happening to the fantastic *Zelda: Link's Awakening*. As for the colour Game Boy, well, that looks likely to retail for around £60-£70. More news as we get it.

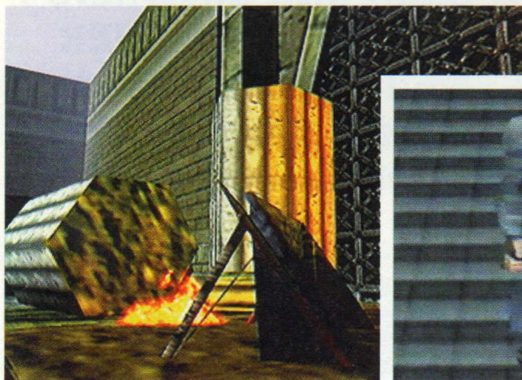


KRIS ALMIGHTY!

Krisalis, the developers behind such classic titles as, erm, *Manchester United Soccer* and (cough) *Soccer Kid*, have received approval from Nintendo to develop for the N64. Their plans for the machine are as yet unannounced, but with over 10 years of history behind them, the chances of them reworking a game from their back catalogue is highly likely.

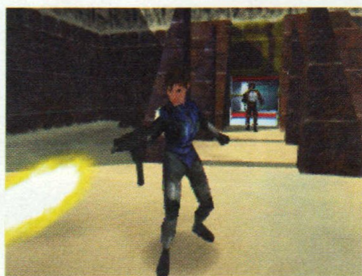


ECTS. We'll bring you all the latest news.



Turok 2: Seeds of Evil. *The sequel to rival* Perfect Dark *should be paying a visit to London in a few weeks.*





Joanna Dark. She's got attitude, guile and she's about to get shot.

titles, with brilliant twosome *Turok 2* and *Shadowman* heading the way and *Extreme G2*, *Iggy's Reckin' Balls* and fantastic radio-controlled racer *Re Volt* bringing up the rear.

Other titles to expect are Infogrames' *Mission: Impossible* and *V-Rally 64*, Psygnosis' *Wipeout 64* and *O.D.T*, Ubi Soft's *S.C.A.R.S*, Activision's *Quake II* and *Top Gear Overdrive*, the first of the two *Top Gear* sequels, which will come through THE Games over here.

To add to the party, Nintendo of America's top brass will also be making the trip over from Redwood, Washington for the first time. Chairman Howard Lincoln will be joined by little seen NOA President Minoru Arakawa, proving that ECTS this year is being taken very, *very* seriously. You can, of course, be safe in the knowledge that **N64** will be there every step of the way, sipping expensive cocktails with Howie in the Executive Lounge. Though, more likely, stepping in a puddle of vomit on the underground from Paddington.

Rare Reveal All!

Well, sort of. Well, not at all, really...

After storming the Interactive Achievements Awards at this year's E3, winning a total of four awards, including 'Interactive Title of the Year' and 'Outstanding Achievement in Software Engineering', Rare talked exclusively to N64 about their forthcoming games.

With *Perfect Dark*, *Jet Force Gemini* and *Twelve Tales: Conker 64* already bathed in daylight at E3, and *Ultra Donkey Kong* already established as 'in production' (but not ready before Christmas) the company also confirmed that they had a further two games currently on the go, one of which was "quite a way down the line". Could this mystery game be 1998's big Christmas title, echoing last year's sudden appearance of the brilliant *Diddy Kong Racing*?

As with all things Rare-related no one's about to find out until the company itself is good and ready. Necks on the line time, though, we reckon it could be – ta-daa!! – an RPG! Look at the evidence: *Mario Kart* then *Diddy Kong Racing*, *Super Mario 64* then *Banjo-Kazooie* and Legend of Zelda then... what? It's got to be. Absolutely GOT to be. Er, maybe.

Perfect Dark, of course, is the game everyone wants to hear more about and, of course, the game that *no* one's going to hear more about. But, Rare told us that *GoldenEye*'s follow-up would definitely "be more adult", something born out by some of the video footage at E3, where Joanna Dark padded down a corridor and past an alien corpse with pools of blood running out around its head. Apparently, the alien was killed by Rare's security guard...



WRITE IN!!

What could Rare's two secret games possibly be? Sequels (*Blast Corps*, *Diddy Kong Racing*), threequels (*Killer Instinct*) or all-new titles? Write in with your ideas to the usual address and we'll print the best ideas. And, if you're proven to be right, there'll be prizes too...

GO! GO!



PLANET 64

COMIC HOOK!

Acclaim will, once again, be delving into their comic book line for their next N64 game, ***Bloodshot***. The game is likely to first debut on the PlayStation and PC but, like *Forsaken*, N64 owners could be in for something extra, with a unique version tailored more specifically to Nintendo's censor-friendly approach. The comic, a super-violent tale of a white-faced, gun-toting superhero who battles with demons and pay-off lines, is set for a 1999 release.



PAUL'S PLANT

Shock! Paul's special green-leaved friend has started to wilt a little with the onslaught of the hot and balmy days of summer. Three of the leaves at the bottom of the stem have turned a strange shade of dark green and their tiny veins look worryingly brown. Paul denied that he is as rubbish at watering plants as he is at playing games.

A WORLD OF HURT!

The tough man's football game, ***World League Soccer***, is coming to the N64. Eidos' fantastic, but tricky, PlayStation game is currently undergoing some initial testing at developers Silicon Dreams. In 32-bit, the game was never going to find it easy with so many similar titles but, on the N64, along with *ISS '98*, it should be assured of success. We can't wait.

FANZINE FARM

Sit back and smell the manure and sip some elderflower wine, the 'Farm is back...

64 SUPREME

Once we'd brushed off the dirt, we found this cauliflower-like offering to be one of the finest pieces of produce we'd dug up for a long while. Fat and packed with new games, 64 Supreme is, admittedly, less a fanzine and more a magazine-style information service but, nonetheless, it's got plenty in it, notably some new pics of Paradigm's *F1 World Grand Prix* and reviews of the N64's best beat-'em-up's. It also comes with two free cover disks, which is the best news we've had since Ursula gave birth to that foal with the bandy legs. Bless. Anyway, it's enthusiastic and lively and there's promise for the future. Money reasonably spent, we fink.

• The first issue of 64 Supreme is available from, er, well it didn't have a name with it and, surprisingly, there's no mention of an address in the fanzine. But, you can e-mail 64 Supreme's Editor on 100532,2130@compuserve.com. It's £1.50. No more, no less.

N64 PLAY

The latest early summer offering from Stephen Adams, Andrew Mills and Jon Davies is a fairly hefty haystack of a fanzine, with some interesting new inclusions. Firstly, it's sponsored by peripheral specialists Fire and, secondly, it features an interview with DMA Design. Shame the interview smells like Daisy's cow shed, telling you virtually nothing about either game and, instead, giving you an A-Z of swear words. Tut, tut, eh lads? Equally, the 'Top Five Women's Breasts' have, er, very little to do with the N64. Disappointed? Granny Anna's already gone to hang herself from the tractor. But, wait! They just about make up for it with some peripheral giveaways and the necessary quota of reviews. Phew. One note of caution, mind: N64 Play awarded both *Yoshi's Story* and *Mortal Kombat Mythologies* 5/10. Whoops.



• N64 Play is £2.50 and can be ordered from the fantastically named 10 Scroggy Close, Limavady, Co. Londonderry, Northern Ireland, BT49 0SU.

THE ZX FILES

Ah, now this is better. Like a particularly tasty crop of marrow, The ZX Files surprised us and delighted us. Okay, so it's got virtually nothing to do with Nintendo (bar a *Mario Islands* preview), but the sheer quality of writing and the attention to detail helps it stand out. So, for the ZX Spectrum user, there's interviews with Clive Sinclair, TV's speech-friendly Violet Berlin and Spectrum brains Mel Croucher and Bo Jangeborg. A great little offering.

• The ZX Files is available from Editor Paul White's very own house at 8, Beechwood Rise, Wetherby, West Yorkshire, LS22 7QT. E-mail him on paulwhite@thezxfiles.demon.co.uk.

Got a fanzine? We want to see it! Send your choicest produce to: Fanzine Farm, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW.





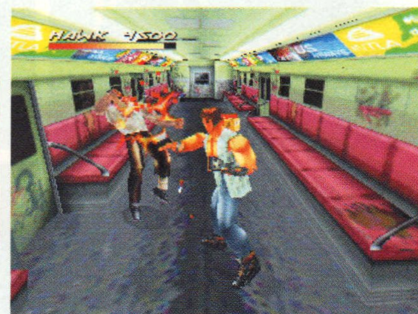
Slightly dodgy explosions, there. All a bit, well, flat.

The action itself, though, is looking fantastically entertaining. Doof!

STOP PRESS!

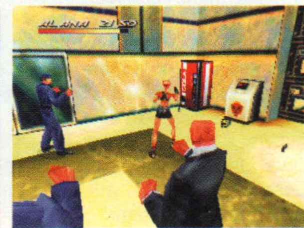
So last minute, we couldn't squeeze them into anywhere else. The first EVER N64 *Fighting Force* pictures. More on this fabulous scrap-'em-up next issue...





***Fighting Force* truly *is* Final Fight in 3D. Right down to the way the baddies stand.**





Alana. Short skirted street-fighting, all-action checkout girl.

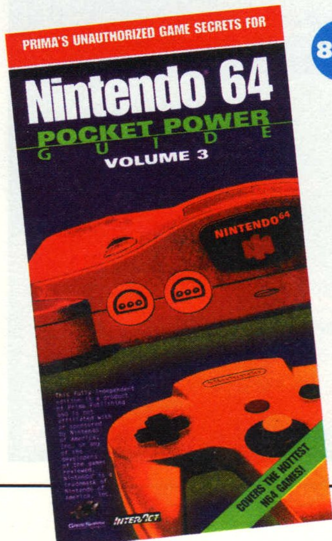
Smasher. And a bloke with a gun. Not really fair, is it?

GET YOUR BACK UP
Winback, Koei's blatant N64 rip-off of Konami's *Metal Gear Solid*, has come in for some praise in Japan, this month. The spy sim which appears to include a number of features that *MGS* debuted at E3 (not least its variety of game-important cameras) was featured in Japanese games magazines and received a hearty thumbs up. We'll have more pictures next month.

New Goods

Well, new good really.

Pocket Power Guide, volume 3
Prima • £6.99 • 01204 862026
This thin cheats friend wouldn't, in fact, slip handily into your pocket at all but can easily be carried from place to place without the need for a steel briefcase and/or small removal van like previous Prima tips tomes. Which is nice. What's also nice is the fact that it's got cheats and tips for 24 games, including such stalwarts of the sales charts as *GoldenEye*, *Road to the World Cup '98*, *WCW vs NWO* and *Yoshi's Story*. Perhaps the only downside is that, with only 94 written pages (in keeping with the pocket-sized theme), corners have had to be cut. In the case of *WCW vs NWO*, for example, there's only the moves for 12 of the 37 wrestlers. Admittedly, you can always get Prima's *WCW vs NWO* guide but that's not really the point, is it? That said, this has a good selection of the finest helping hands you'd need and, for seven quid, is perfectly priced. Not amazingly comprehensive, then, but plenty to wrap your laughing gear round.



85%

RETROWORLD

with Jason Moore

Epoch have been mentioned many times in Retroworld thanks to their continual struggle against Nintendo, despite having more than comparable products. Nintendo's Game & Watch may have won through in the popularity stakes in the end, but Epoch put up a valiant fight, providing the only serious competition.

Released in the UK under the Grandstand banner, the mini-series of LCD handhelds were small enough to fit snugly in kids' pockets and sold in huge numbers, mainly thanks to clever marketing and official licensing. Maybe if Game & Watches hadn't become such a phenomena, there would be 60 titles in the mini range too.

MINI-MUNCHMAN

The most common title in the Epoch range is *Mini-Munchman*, the game's title being based on their LED tabletop, *Munchman*. Released in 1981, while the *Pac-Man* phenomenon was in full flow, this simple interpretation of the game found its way into over two million homes.

Mini-Munchman is something of a handheld design classic, with its ultra slim casing, shiny plastic buttons, metal facia and cutesy logo. The game itself offers large graphics placed in an over-simplified maze, with bridges to make more room – unfortunately this leaves it quite unlike its LED and arcade relatives.

RETRORATING 68%



CRAZY KONG

Rather than design any games of their own, Epoch decided to cash in on Nintendo's current arcade hit, bringing it to an LCD handheld well before *DK* had visited a Game & Watch.

The aptly titled *Crazy Kong* differs dramatically from its better known relative, placing you in a haunted house full of mummies, vampires and skeletons. There are more familiar barrels on the second platform but not a sniff of an ape – the game's title is a fine example of blatant marketing.

RETRORATING 68%



POCKET SCRAMBLE

By 1983, Nintendo's handheld operation was in full effect and a reeling Epoch fought back with a re-designed casing and official arcade licenses. Its re-titled 'Pocket' range had screens twice the size of their predecessors, meaning graphics were clearer and better refined. *Scramble* offered a simple but recognisable adaptation of its arcade parent, complete with missile and bomb buttons. As ever though, the game is incredibly tough.

RETRORATING 71%

POCKET PAC-MAN

If Epoch had acquired the official license for *Pac-Man* in 1981 its *Mini-Munchman* could have been the biggest selling handheld to date. Realising this, Epoch made a second attempt with an official *Pac-Man* pocket game, but instead of using all that huge screen to make a detailed maze, they made the same mistake of creating a simplified version, yet again containing bridges, resulting in a game with nice big graphics, but very little gameplay.

RETRORATING 57%





Updating you on the N64 games of the future

This month including:

- SHADOWMAN
- SURVIVOR DAY ONE
- SPY VS SPY
- TWELVE TALES: CONKER 64
- S.C.A.R.S
- NASCAR '99
- MADDEN NFL '99
- HYPE: THE TIME QUEST
- F-ZERO X
- GLOVER
- DUKE NUKEM: TIME TO KILL
- ROGUE TRIP

Action

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SHADOWMAN

ACCLAIM/ IGUANA UK	96M	 1	 Winter '99	 Winter '99



A bit of a dark horse, this, in more ways than one. It's the blackest game on the N64 for starters: asylum riots, serial killers, naked zombies and acres of blood. But, also, it's one of the most promising third-party games we've yet to see. So promising, in fact, that we'd slap our (blood) money down that this'll be a sure-fire hit come winter.

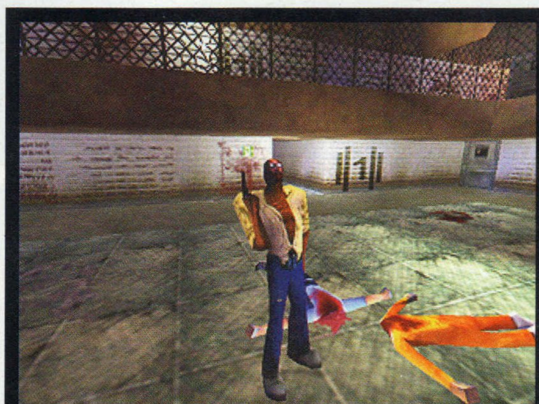
There was so much to take in at E3 – as Creative Director Guy Miller gave us a tour of the game – that it was far too easy to miss the tiniest bits in the game. Like vultures swooping about in the sky, flies buzzing around central character Mike LeRoi's head, bats being startled by the opening of doors, London underground maps pasted to the wall and the fact that Mike could hold two different items, and use them, at any one time.

NEW PICS!

The levels were brilliant. The subway section (which the developers based on a disused station in North London) was amazingly detailed. Other standout locations included the broken remains of a house in New York, where Mike had to leap between split floorboards and could look down to the rooms below; a swamp area, where he has to search out the cottage of the voodoo priestess who has planted a spiritual mask in his chest (allowing him to become Shadowman); and an asylum, where a riot had erupted, which had undead prisoners walking about trying to pull your vital organs out, Night of the Living Dead-style. Nice.

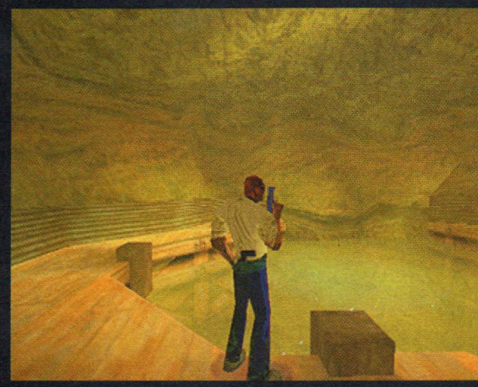
There's some great ideas being used as a sidebar to the action, too. For example, you can go into your inventory, pull up the FBI files on the serial killers you're tracking down and skip through their details, including photos and police reports. Your inventory is actually quite RPG-like. You pick up items and weapons and have to physically go into a separate screen to select and use them. And certain weapons are better for certain situations meaning the game requires you to think. A bit. Though, you'll mostly be shooting. A lot.

Expect a full playtest in a couple of months time. Can't wait, eh? Join the queue...



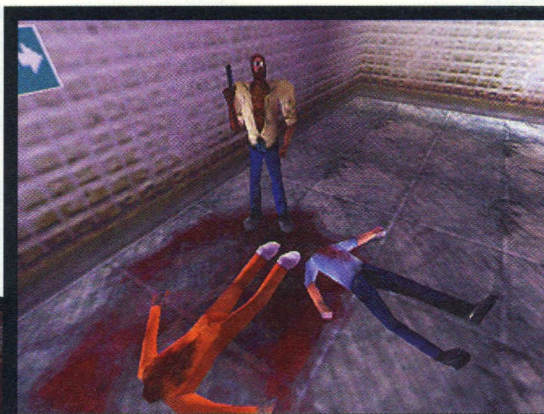


"Come on, then! Who's hard enough to take me on? Oh, I shot everyone, didn't I?"



The slimy green swamps of the first level. Search out the voodoo priestess. Hoo-haa!

men!





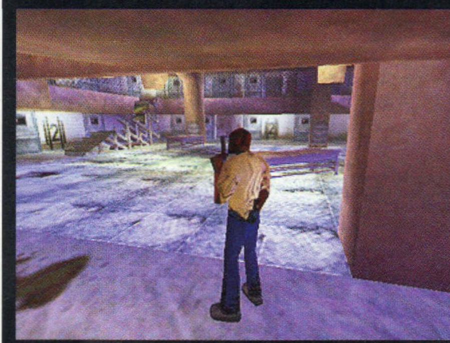


The asylum riot. Complete with headless corpses. Nice, that.

The very moody and very broad shouldered Mike LeRoi. With gun.

Mike can hold two guns at any one time. He's also got a shotgun.

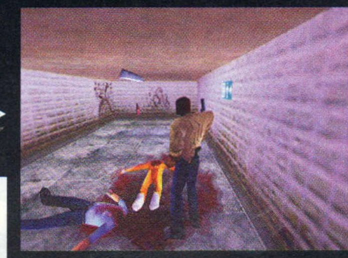






Nice sunglasses. But, on the plus side, the levels look astonishing.

More corpses. With no heads. Still, you've got to laugh, haven't you?



SURVIVOR DAY ONE

KONAMI	64M	 1	 November	 November

NEW PICS!

Despite being the only new N64 game playable at E3, *Survivor Day One* got rather lost amongst the videos of *Hybrid Heaven* and *Castlevania* and the PlayStation's *Metal Gear Solid* and *Silent Hill*. And, playing it, you could hardly have been surprised.

Even given that it was barely 20% complete, what was on show was distinctly uninspiring. There appeared to be three separate sections of an alien spacecraft for you, as Adam (Eve's back at HQ), to wander around – all looking the same (i.e. brown) – with rickety old aliens running towards you and dying by falling down like Mr Blobby on Noel's House Party. The weapons were colourful but unexciting (and didn't really seem to vary too much between a pistol and a lorry-sized laser gun) and Adam had a nasty case of piles. Perhaps the only saving grace was the story, but that's not really ideal, is it?

This is Konami of America's first non-sports-related game and it *was* very, very early so, for the moment, we'll give them the benefit of the doubt. These new pictures look *okay* but we hope that there are some significant changes come November.



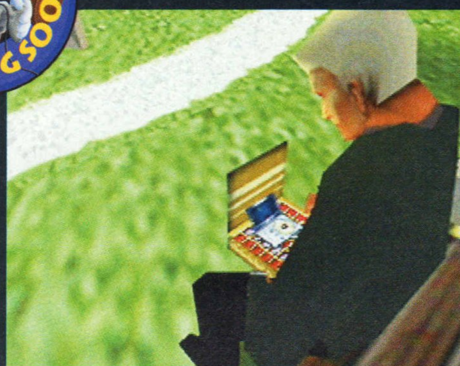


Plenty of explosions in Survivor but just not enough variety...

...Perhaps things will change after some more time in development.

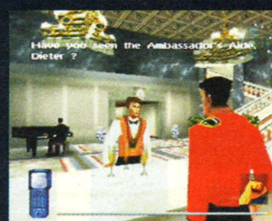


GO! GO!



Jim gets the lowdown on the next mission. The laptop then explodes.





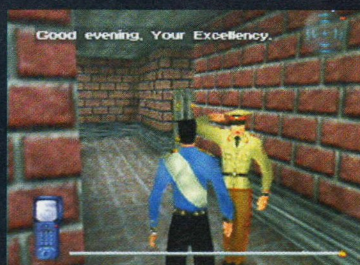
Don't go behind the bar. Dieter will have a fit.



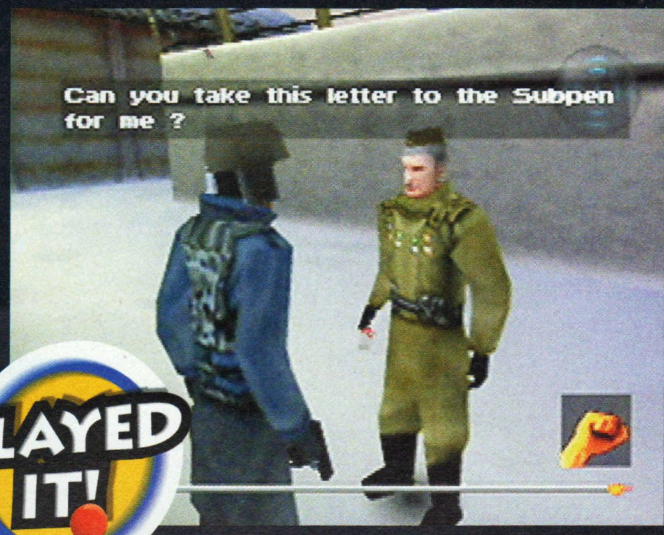
The cut scenes have more speech than any N64 game yet. Brilliant.



Great script! Just what an international spy would say. Probably.



"Evening!" Then you punch him to death.



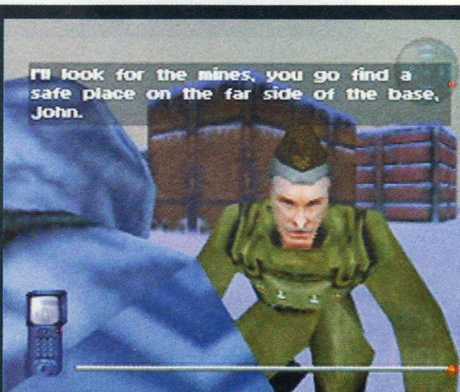
Ethan in disguise as a uniformed guard. He just loves disguises!

MISSION: IMPOSSIBLE

INFOGRAMES | 96M |  1 |  September |  September



Spy vs spy



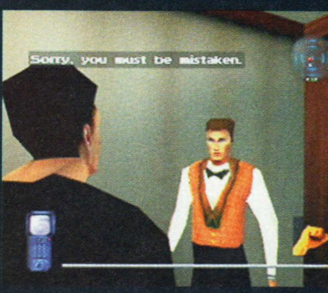
Ethan, disguised as the soldier again. Nice nose.

The idea that a game should sidestep the oft-trodden boards of the shoot-'em-up, for some under-the-cover-of-darkness espionage is an attractive one, born out by *GoldenEye*'s massive success and the dazzling nature of the PlayStation's forthcoming *Metal Gear Solid*. By rights, then, *Mission: Impossible*, where killing is virtually outlawed and creeping around with dart guns is absolutely essential, should be a fascinating prospect.

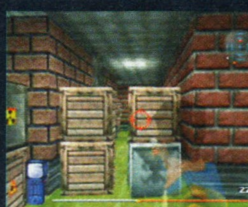
And, in some ways, it is. Playing this 95% complete version, you quickly realise that some of the thinking behind Infogrames' game is amazing. The way you have to *really* listen to conversations to discover what to do next, or how you have to ply an Ambassador with champagne and nausea powder to draw him into the toilet so you can knock him out; that's absolutely inspired. There's even little bits and bobs which *GoldenEye* didn't consider, like having to shoot out the lights on the watch towers to avoid being spotted in level one.

But, there's quite a few niggly little things that still need to be addressed: the camera, for example, jumps round all over the place at the slightest movement of the analogue stick. Also, why does the game set you three objectives on level two then, when you think you've completed the mission, tell you you've failed the fourth, never-before-mentioned objective? And the AI sometimes leaves a lot to be desired. Like the Embassy mission where you meet up with Dieter, disguised as a barman, and he hands you some nausea powder *in front of everybody* then tells you, "You've broken my cover!" when you stand beside him. Um...

Still, there's a bit of time to sort out the last minute problems and, hopefully, when the full review copy arrives in the office next month, they'll be all the stealthy brilliance of international spying *without* these minor irritations. Certainly, if all the promise of this preview version is fulfilled, we've no need to worry. More soon.. 



"Oh, you'd like that, wouldn't you? Ha, ha, ha!"





Miss Davies just happens to be one of your fellow agents.

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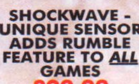
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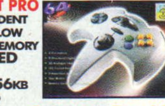




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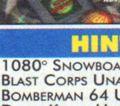
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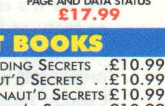
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"Y-M-C-A! Oh, come on, join in with me. What's the matter? Is it my eyes?"

Two-headed wolf! Ahhhhhh! Don't know what Conker's still smiling about.

Berri. Girlfriend with bad hair. Dinosaur looks amazing, mind.

Keep a quest

TWELVE TALES: CONKER 64

RARE	128M	 1	 November	 November

While *Banjo-Kazooie* might have had a higher profile over the past few months, its sister title, *Conker's Quest* – or *Twelve Tales: Conker 64*, as it's recently been renamed – was looking just as tasty at last month's E3 show.

Sit down in front of *Conker 64* and you're presented with the option of playing as either Conker himself or Berri, his furry girlfriend. The object of the game is to collect 100 gift-wrapped, er, gifts whilst staving off the attentions of a gang of evil hoodlums. Hmm, yes. But, whilst the open fields and rivers of the first level are more of a training session, where Conker (or Berri) learn their moves by talking to a scarecrow and then legging it around after leaping cabbages, things soon come up to speed and you move into another beautifully textured Rare world, complete with Conker's disturbing yellow eyes.

Conker's control system is fairly similar to *Banjo*'s but the challenge is actually quite different. For example, which character you chose determines which route you take through the game. Conker's route is much more action-packed and relies more heavily on the old knuckle sandwich, whilst Berri's alternative throws in more strategy and puzzle-solving. The actual levels are exactly the same but they'll be little bits and pieces – characters, scenarios and the like – that will differ in each. Longevity, here we come, then?

And it doesn't stop there. As well as seven different vehicles to manoeuvre about in, there's a four-player 'deathmatch' and two-player co-operative mode. The 'deathmatch' is still under wraps but, from the screenshots, it would appear each player takes on a different version of Conker and legs it about an arena picking up 'weapons' (which, we'd presume, would include nuts and stones). The co-operative mode is along the lines of *Gauntlet* or *The Chaos Engine*, where two players are on-screen at the same time. Player one is either Conker or Berri and player two is an owl who can fly player one from place to place. Equally, Conker and Berri can give the owl a helping hand (how isn't clear yet, though), and the pair can also split up to achieve different objectives by themselves. Clever, indeed.

Mr Nutz 3D, then? Oh, no, it's much more than that. And whoever called it that in the first place underestimated Rare at their peril. Oh, it was us, was it? Oh. More soon...

Look at the detail on his face. Absolutely stunning. Another Rare winner, then?

Conker 64 is being done by the same team that worked on Killer Instinct. Strange.







Explosions, ahoy! Expect to retire some time soon.

Some four-player magic. Faster than Andrea drives.

Cheat death with a track-to-track leap.

Two seconds to take-off. Fingers ready!

Tight track. And 29th out of 30. Let's be honest, that's not good, eh?

Too many hits means too much damage which, in turn, means your race is finished. Tsk.

NEW PICS!

F-ZERO X

NINTENDO	96M	1-4	July 14th	TBA

X-rated



So, why did Nintendo decide to cut down on the visual detail in *F-Zero X* and, more importantly, was it worth it? Well, the answer to the first question is so they could ramp up the speed of the game. But, that's not the only reason. By making the graphics appear rougher around the edges, they've also reproduced the look of the SNES version.

It's a clever ploy, too. Playing *F-Zero X*, you realise it's got a really enticing retro feel to it. But, think bigger, better, faster rather than unadventurous. Because there's nothing unadventurous about this. 30 crafts and characters, fantastically creative tracks – one is just a tube without barriers – and, quite simply, 2000kmh of the fastest racing we've ever seen. If it lacks dazzle, *F-Zero*'s got what it takes under the bonnet. Er, if it had one.

But, was it worth it? Oh, most certainly, yes. The game is split into Jack, Queen, King and X cups, X being the secret fourth competition. Each gets increasingly difficult and each has eight tracks, some with the same names as the original *F-Zero* (i.e. Mute City). The crafts on offer appear similar to the original's too and some of the characters return (along with around 25 more), but they've all been given a Marvel Comics silver age-style makeover.

Nope, where it's *really* changed is in its speed. It's now much, MUCH faster. Until you actually play the game, it's difficult to put across how quick *F-Zero X* is. Put it this way: when you start a race, you're off the marks so quickly you actually think you've just accessed the Turbo Start. You haven't. The Turbo Start's even faster than that. Your opponents, too, fair rattle along and the fact that, unlike *Wipeout 64*, you don't slow down when you hit the sides (you just lose energy) means the speed of the races are constantly 1500kmh plus.

However... (sound of evil cackling) there seems to be a discrepancy in release dates. Checking our latest American list, we found *F-Zero X* down for October. Eek. Originally, it had been August, just after the Japanese release date. So, what gives? Bro'. Well, it's all gone a bit quiet at Nintendo but putting the game back would seem unnecessary, as the E3 version appeared almost finished – and was entirely in English anyway, meaning translation isn't even a question. Hmm. So, what's replaced *F-Zero X*? Er, *Cruis'n World*. Ahem.

All we can do is close our eyes, cross our fingers and hope for that July 14th release...





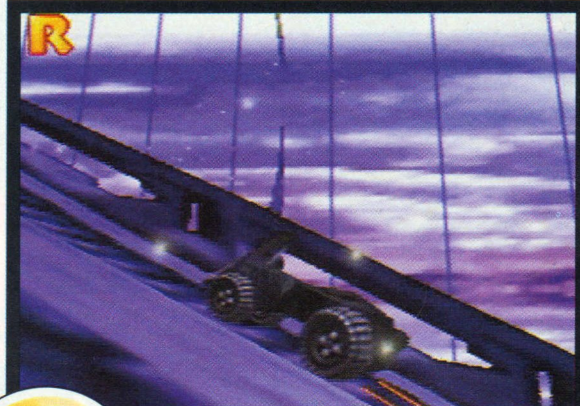
N GO! GO!

S.C.A.R.S

UBI SOFT | 64M | 1/2 | Q4 '98 | Q4 '98

Animal nitrate

NEW PICS!



Replay mode? Oh, reeeeally? Wonder where they got that idea from, eh?



There's nothing more certain to have N64 owners scurrying for cover than the announcement of *another* 'brilliant' new driving game. And, until a developer *really* proves themselves in the 64-bit world, that situation possibly won't change.

Thankfully, though, *S.C.A.R.S*, or *Super Computer Animal Racing Simulation* to give it its full name, just might. And yet, whilst it's obviously a racer, it's not in the traditional sense. There're weapons for starters, but there's also a futuristic setting, unlikely track locations and some story about 'supercomputers' and food chains. Not *Rage Racer*, then?

Being put together in the UK by development house Vivid Image, *S.C.A.R.S* was looking mighty impressive at E3 last month. It still had a fair way to go – like Psygnosis' *Wipeout 64* (which, interestingly, it has quite a lot in common with) weapons and effects had yet to be put in – but it was rattling along at quite a pace and the course design was tremendous with multiple routes and hazardous environmental disasters thrown in for good measure.



The trailing laser beams are special futuristic rear lights. A bit odd, really.

The premise has nine vehicles being designed – with the help of said 'supercomputer' – around the abilities of nine of nature's less fluffy animals. What this means in English is that the player can slip into the dial and digit-filled spectacle that is the Rhino Roadster, Tiger Shark and Lion LK tanks (among others) in an effort to become top of the food chain. And each vehicle has strengths in three different areas: speed, acceleration and grip.

Number of tracks? Yet to be announced but they include muddy, snowy and countryside courses and, best of all, one set underwater. Also, each course has three light 'phases', where tracks change from day into night, via the half-light of early evening. Perhaps the only disappointment is the fact that the game only features a two-player mode, which might prove a disadvantage in the light of the similarly-themed *Wipeout 64* and, to a lesser extent, *F-Zero X*. But, even so, *S.C.A.R.S* is still looking like a cracking little game...

Wreckin' crew

NEW PICS!

NASCAR '99

ELECTRONIC ARTS | 64M | 1/2 | Q4 '98 | Q4 '98





The courses. Now they're a bit of a worry. Just go round and round. Tsch.

Joining the racing fraternity this month is *NASCAR '99*, one of EA's most successful yearly renditions in America. Over here, however, it has had a far harder job trying to convert those gamesplayers weaned on the likes of Namco's finest and *V-Rally*.

The main problem with the *NASCAR* games has always been the fact that all the tracks are oval, or as good as, and therefore, after about two laps, more tedious than a night 'in' with Jimmy Hill. Certainly, that's the thing that hasn't endeared itself to PlayStation owners who have already seen two years worth pass them by with nary a whimper. And, yet, the *NASCAR* engine is actually pretty impressive, with its smooth, super-realistic physics and brilliantly fast top speeds which, given the N64's abilities, should be even better in 64-bit.

Version '99 includes revised broadcasting from 'famed' *NASCAR* commentators Bob Jenkins and Benny Parsons, new crew communication (where the pits yell not-really-very-useful orders into your ears), spanking high-res visuals and, erm, some more engine noises. Anyway, we'll be playing this in a couple of months, oval circuits or not...

Stars and straps

MADDEN NFL '99

ELECTRONIC ARTS	64M	1-4	Q4 '98	Q4 '98

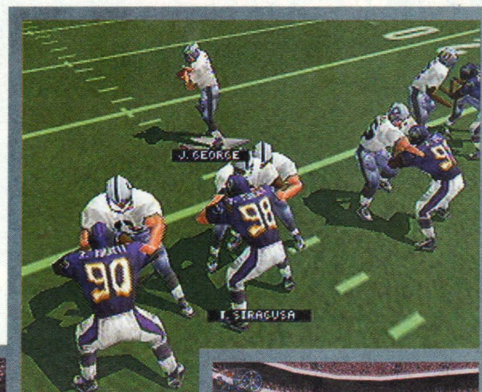
NEW PICS!

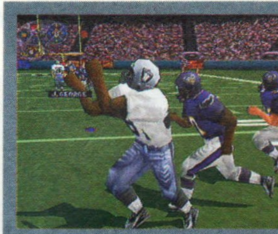
After the severest of trouncings from Acclaim's fully licensed and high-res *NFL QuarterBack Club '98* in last year's sales chart (despite *Madden 64* actually playing a better game), EA are back, and about to refill their pockets with copious amounts of cash.

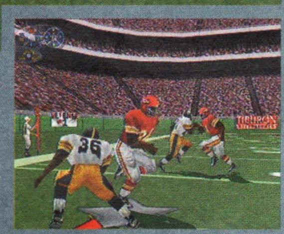
Once again, it'll come up against Iguana's very lovely alternative but this time it will compete on the same level. Firstly, *Madden* has now got itself an NFL licence, meaning it's able to recreate the stadiums, polygonise the players and attempt to reproduce the playbooks of each of the teams in the league. And, secondly, it will also line up in high-res mode, with last year's grainy visuals being given the old heave-ho in favour of some pleasingly crisp alternatives. Oh, and the animation will bring new meaning to the word 'silken' too.

Of course, the pink-washed, droopy jowled face of John Madden returns once again to help create the sense of realism that's always aided EA's American football games in their attempts to rise above the competition, sitting down with the developers and a group of NFL players to redraw new strategies for this year's outing. Also, the AI has been tweaked too, with individual players behaving, er, individually, rather like their real-life counterparts.

So, this or *NFL QuarterBack Club '99*? Well, be sure to tune in for our American football head-to-head in a couple of months, where we'll reveal every last detail and exactly *which* game to buy. But, on the quiet, we rather fancy *Madden* for the cup...







It's Madden. With high-res visuals. Nice.

Hut, hut! Yeah, we know our Yankie football. Er, sort of.

Toy story

FIRST PICS!

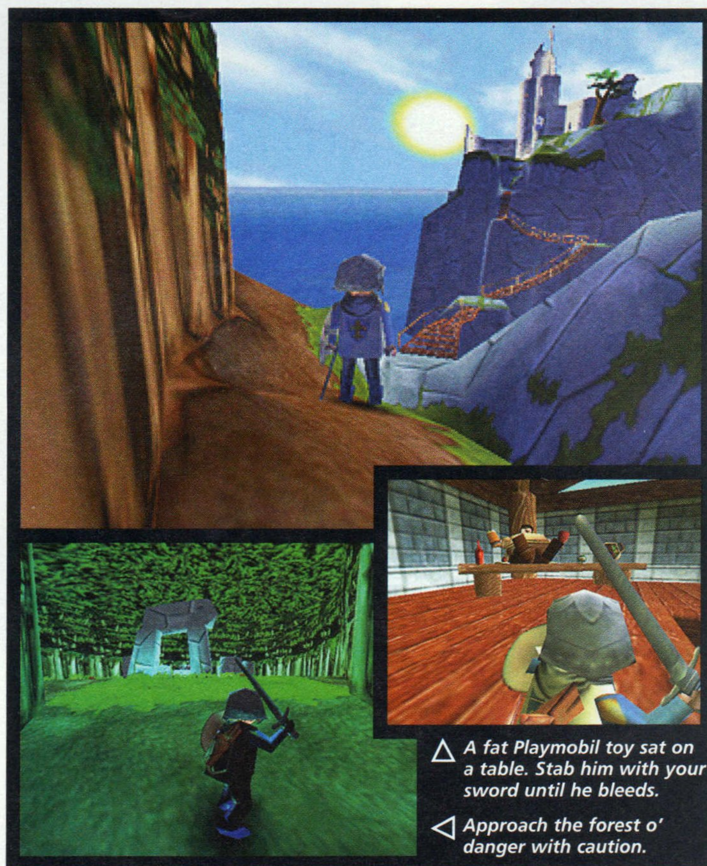
HYPE: THE TIME QUEST

UBI SOFT	64M	1	Q1 '99	Q1 '99

Appearing from nowhere onto Ubi Soft's fulsome release list comes *Hype: The Time Quest*, a PC-debuting, N64 converted RPG, full to the brim with magic spells, witches and wizards, swords and sorcery and, er, Playmobil toys. No, that's *not* a joke.

Not on show at E3, Hype is the name of the central character – one of the aforementioned smiley-faced toys – who has been transformed into a stone statue by the evil Black Knight (bad Playmobil). Fortunately, he breaks out of his stone suit and hops across time to pursue his mortal enemy. Which opens the way for a pretty impressive looking role-player.

Sounds a bit juvenile, eh? Well, you might be wrong, there. *Hype* looks to be one of the trickiest RPGs we've ever seen, with tonnes of puzzles, massive enemies and bosses and over 50 different characters to chat to. They'll also be some interesting locations, including some based on the Playmobil sets you can buy at your local toy shop. And there's even a bit of jousting thrown in there too. Pretty promising, eh? We'll have more in a few months time...



A fat Playmobil toy sat on a table. Stab him with your sword until he bleeds.

Approach the forest o' danger with caution.

GO! GO!

RPG NEWS

This month, a game to help turn the N64's fortunes in Japan and Nintendo change their mother.

'Fight it out!'

OGRE BATTLE 3

QUEST	128M	 1	TBA	 TBA

The familiar cry from the classic SNES strategy RPG, *Ogre Battle*, seems more than appropriate for this, the sixth episode in the *Ogre Battle* series. *Ogre Battle 3* for the N64 continues where episode five, *Legend of Ogre Battle*, left off (for the completists amongst you, the first game's sequel – *Tactics Ogre* – was episode seven. We know, it's confusing).

This is a 'multi-scenario' and multi-ending game, ensuring plenty of re-playability for the RPG-starved, N64 faithful. Whilst ostensibly a 'simulation RPG', warfare is at the heart of the *Ogre Battle* games. *OG3* continues along the group battle lines of the first *Ogre Battle* rather than *Tactics*, although it mixes and matches elements from both games. Dispensing with the hex and turn-based fighting system, Quest has now hopped aboard the real-time wagon, permitting simultaneous control of several combat units at one time.

The tactical element has been considerably boosted, with players able to save over 100 characters from the various different classes such as Fighter, Knight, Dragon Tamer, Vultan and Wyvern.

To help you get around, there's a navigational real-time field map with undulating 3D terrain and a manually-operated camera. There's a row of icons to issue various action commands and character icons on the map correspond with the character type for quick, easy identification in the heat of battle. Organisation-wise, players will have the ability to produce unique, individual battle units tailored



△ Tarot cards played a big part in the first game while zodiac signs featured in Tactics Ogre. What about Ogre Battle 3, then?

▽ Combat is a strange mixture of previous games' systems.





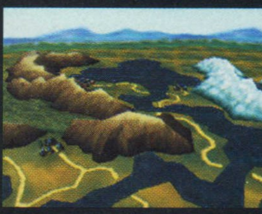
△ There's plenty of high drama in Ogre Battle 3.

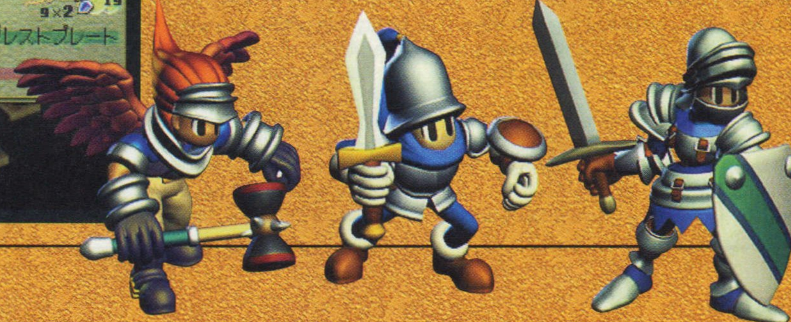
▷ Lee Van Cleef'll take you all on.

Ahh, lots of stats, then. ▽



A realtime map but looking not unlike that in ▽ the first Ogre Battle.





to their specific requirements from the money they earn on campaigns. You can even change a character's class (e.g. from a Fighter to a Knight).

To carry the storyline along, *OG3* features 'dramatic event scenes'. Translated from Japlish, these amount to cut scenes involving the protagonist Magnus. Throughout them, players will be faced with all sorts of difficult decisions to make, the results of which dramatically alter the fate of the characters, and the outcome of the game (that's the multi-ending bit).

Battle automatically ensues when the player issues certain commands and this can involve special offensives, such as the 'Jihad' (don't ask) or 'Sonic Boom' and magic attacks, like the Firestorm. To help players with their strategy planning, opposing corners of the screen feature two 'positioning squares': 3x3 grids displaying the relative positions of your characters and, on the other grid, the enemies.

Sticklers will be pleased to hear that there have been two significant improvements to character AI; firstly, when the characters encounter an enemy group, they jostle into position themselves; secondly, there's now an on-screen 'engage' counter. Once it's full, characters are granted free will; they then act on their own initiative and join in the fighting as they see fit.

Due for release in the autumn, this should give traditional RPG fans something to look forward to.



Plenty of party management skills are needed to win.

Quest had a big hand in producing Final Fantasy Tactics on the PlayStation, but even that didn't look as lush as this.

Earthbound - cartbound!

MOTHER 3/EARTHBOUND 64

NINTENDO/APE	256M	 1	 TBA	 TBA

We certainly can't say that we weren't expecting this. With the 64DD in such dire straits, and the software situation (especially in Japan) needing a good kick up the backside, the news that Nintendo's bizarre RPG will now appear on cartridge, rather than DD disk, comes as no surprise.

How having to fit *Mother* on a 256Mbit (32Mb – the same as *Zelda*) cart will change the nature of the game is a bit harder to predict, however. Much has been made of the DD's writeable capabilities and, coupled with its internal clock, *Mother 3* was supposed to be able to avoid the linear nature most RPGs follow and offer a unique game for everyone who played. It's likely that it will take a more traditional role-playing form for its cartridge version. But, on the bright side, we're more likely to see it in the UK now.

Mother's 64DD links haven't been severed entirely, though. An add-on disk is also in the works which, supposedly, lets you have different adventures in the same world. A world that spans over ten years in the history of its characters.

Details are, unsurprisingly, sketchy but, as ever, RPG news will be on *Mother 3/Earthbound 64's* case with renewed vigour, as of next month.

ASK FuSoYA

That's better. I needed a rest and a 70's revival weekend at a run down holiday camp in Pontypridd does wonders for the old bones. Shawaddywaddy trading licks with The Rubetts in a frenzy of drainpipes and oversized berets was simply electric!

No sooner do I arrive back, though, than the N64 RPG world seems to have come alive. From the crushing disappointment that is the final version of *Holy Magic Century* (read the *Quest 64* review for yourself on page 78) to *Zelda* finally getting a release date. And now *Ogre Battle 3*! It fair makes an old man's head spin. Pour me a Cuban Breeze, Gretchin!

Mike Hodzelmans from Holland, I summon you, by the power of Greyskull, to appear before me and knock out some ol' questions!

Dear FuSoYa

1. Will the original *Zelda* theme also be the main theme in *Ocarina Of Time*?
2. When will *Holy Magic Century* come out and how much work is there left to be done? Why can't I find it on the Ultra Release List?
3. Any news on *Mother 3* and *Hybrid Heaven*?
4. What is *Dragonstorm* and is it worthy of my attention?
5. Could there ever be a *Story of Thor* on the N64? I really enjoyed the original on the Mega Drive.
6. The same goes for *Secret Of Mana*, because multiplayer RPGs are *really* cool (and might be even cooler with a splitscreen).
7. Any chance for a *Shining Force 64* (or something similar).
8. What are the chances for a PAL *Zelda* before 1999?

Umm, by the unspeakable gelataneous blob king that lives in darkest Insmouth, you ask many penetrating questions. I might actually have to do some work here.

1. Only time (heh, heh) will tell. On the versions seen so far the music and sound was far from complete. But as Mr. Miyamoto is looking for ways to make his game more 'Zelda-ish' I can think of no better way than to include some of the original music (in a souped-up 64bit way, of course).

2. It's out (in the US) now as Quest 64 *but whether or not it's complete is another matter. Apparently its developers, Imagineer, have all but canned its release in Japan (where it went under the moniker Eletale). FuSoYa suspects its American publishers took what was there, got it to a playable state and rushed it to the shelves before it could be crushed under the juggernaut that is Link and co. This is a real shame because it looks lovely and the battle system definitely has its merits. With a bit of work it could have been something really special.*

3. You'll find tip-top news on both these heavyweights within this very periodical.

4. If I cast a level 1 'remembrance' I recall that Dragonstorm was an RPG announced by UK developer Interactive Studios. Alas that's all they announced and, as yet, no more news has appeared. All RPGs are worthy of your attention, though (until they're actually released and turn out to be a bit pap, that is).

5. Although the game's creator, Yuzo Koshiro, is an independent developer, Story of Thor, *and its sequel* Legend Of Thor *(Beyond Oasis in the US), were very much Sega products so it's unlikely. That's not to say the N64 couldn't handle such a game supremely well.*

6. Mana 64? FuSoYa knows to leave any thoughts of Square N64 involvement well alone. Banish them from your mind!

7. Shining Force? Now that really is Sega territory. I guess, at the moment, the nearest we're going to get is featured on this very page in the form of Ogre Battle 3.

8. According to UK N64 distributor THE Games, Zelda should be on UK shelves at the beginning of December, mere weeks after its US showing. And who's an old wizard to argue with that?

And that's it for this month. There's just enough room to let Tim Howell from Devon know that none of our letters are made up and hopefully the *Zelda* special this issue should clear up some plotline points.

Send your RPG questions to:
Ask FuSoYa
N64 Magazine
30 Monmouth Street
Bath BA1 6BW

Ask me if B★witched aren't the bounciest pop quartet around and I'll huff, I'll puff, I'll blow you away. And I'll definitely cast Meteo. You have been warned!





GO! GO!



Glove machine



GLOVER

HASBRO	64M	1	Q4 '98	Q4 '98



Glove and ball. Don't be fooled, though, it could be good.

The locations certainly look a treat. Just gander at those textures.



Glover is a glove. That walks. Well, we say *walks*. What we mean is it moves about with the help of a ball, which was once a magic crystal. Ahem. So, how exactly did we get to the stage where a glove is trotting about a castle? And why has the magic crystal suddenly become a ball? And why is this a story of "glove and evil" and not glove and hate?

A barrel-load of good questions there, most of which tie into a frankly ridiculous story concerning a Wizard blowing up a castle and dislodging seven energy-producing crystals. But, *gloves*? Yeah, well, that comes about because Glover – the glove – is the Wizard's favourite, er, glove. And the crystal, that's now a magic ball, is the first of the six energy-producing crystals. Oh, and there's a nasty crystal too and... Oh, what a load of tosh.

What we all *really* want to know is how *Glover* plays. Well, the game is set in a not-unlike-*Mario* 3D world and, at E3, it actually looked pretty impressive. Certainly, the appeal of playing as a (chortle) glove is questionable but there were enough specially created challenges to tie into the unusual character design. Certain areas of the levels, for example, required Glover to transform his/her/its ball (sigh, magic crystal) into a bowling ball, to get up the necessary speed and strength to pummel through walls and into new areas. The ball also turned into a ballbearing later on, though we couldn't work out why.

There'll be six themed worlds – Atlantis, Carnival, Pirate, Prehistoric, Fear and Out of this World – and each world is split into three levels, a boss section and a bonus level. Perhaps the most significant news, though, is that none of the levels are linear. Like *Mario*, you can pretty much wander where you want without hindrance. Oh, and coming from age-old developers The Oliver Twins (whose routes go back to the ZX Spectrum), you'd expect something with a little pedigree. We'll have more news and pics as they arrive...



Tripping over

ROGUE TRIP

GT	64M	1	Q4 '98	Q4 '98

NEW INFO!

It's Twisted Metal again, isn't it? But, that's no bad thing.



Explosions at the airport. Flights delayed, no doubt.





This, the latest game from SingleTrac (the development house behind the *Twisted Metal* series), is a bit of a mystery, really. See, it's tentatively been scheduled for the N64 and is even mentioned in GT's press releases, but no one seems to know anything about it. Still, if it does appear on Nintendo's machine, it could be a quirky little racer.

The game is sort-of-similar in style to *Mario Kart* and *DKR*, where players select a vehicle from a number of choices and then pelt about various tracks – all of which are set in a future ravaged by poverty, disease and pollution – collecting power-ups and firing off weapons, in an effort to become the victor by blasting everyone else away. Along the way, you can destroy skyscrapers, airports, national parks, golf courses and world-famous landmarks. Oh, and in true *Grand Theft Auto* fashion, you can run over cash-laden tourists. When *Rogue Trip* is officially confirmed, we'll be bringing you a full dressing down...

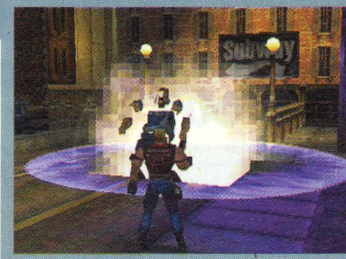






◁ Tomb Raider gets an obvious nod, here. Clever.

△ Where would a Duke Nukem game be without a strip joint?



Need to duke

DUKE NUKEM: TIME TO KILL

GT	64M	 1	 Q4 '98	 Q4 '98



According to GT, *Duke Nukem: Time to Kill* will have everything you expect from a *Duke* game – and more! So, more "cool one-liners", more "action", more... Oh, that's it. Still, at least you'll now be able to play as and *see* the man himself at the same time.

And the reason is that *TTK* is going to be the first *Duke* game entirely set in third-person. In fact, in France, it's already been seriously touted as 'Duke Raider', a less-than-subtle indication that this latest outing for the American hardman will bare some uncanny resemblances to Lara Croft's now legendary traipsing about in the *Tomb Raider* twosome.

TTK pitches Duke down in equally familiar locations but at different points in time. So, he'll be taking on pigs dressed as Roman soldiers in Ancient Rome, knocking around Medieval England with catapults and crossbows at his disposal, and ducking and diving as cowboy pigs try their darnedest to 'put him down' in the Wild West. He'll also be changing outfits for the first time, including a snazzy new line in designer suede knee-high boots. Oh, and the N64 version will have specific levels, including one set in London during the Jack the Ripper murders at the end of last century. Which sounds interesting.

All the usual weapons will be knocking about (pipe bombs, missile launchers, shotguns) as well as an assortment of new ones, and the developers, British-based Eurocom, claim to have harnessed an as-yet-unequalled light sourcing system. All of which sounds fun. But, judging from the PlayStation version on show at E3, the game still needs a lot of work. 





An ear to the ground

So, *World Cup '98* had David Ginola, eh? Well, Infogrames have gone a step further by signing up Brazilian wonder boy Ronaldo for their up-and-coming football fiesta, ***UEFA Soccer '98***. Ron (read: Infogrames) had this to say: "The chance to play a key role in the design of an interactive product for kids has been a personal goal." He will 'advise' during development and make tea. Rumours also persist that he'll be featured in an 'action' game.

Infogrames also confirmed to **N64** that DID, makers of PC flight sims like *EF2000* and *F-22 ADF*, would be entering into N64 development early next year. Whether it'll be a conversion or an original was not clear. Good news for all those disappointed by *Aero Fighters Assault*.

T•HQ, still smarting after having the ultra-lucrative *WCW* whisked out from under them, have switched allegiances and signed up the WWF licence for the next 10 years. Their first WWF game (of three), with developers Asmik, should be with us in late 1998.

Psygnosis this month confirmed to **N64** that ***Wipeout 64*** and ***O.D.T*** were just the beginning of their N64 development plans. Whilst nothing's been confirmed, *Destruction Derby* and *F1* would seem likely candidates. And with the company currently running into arguments with Sony over N64-related matters, there could be more games in the future.

Whilst Sony might be experiencing problems with *their* premier external developer, there's no such problems for Nintendo. Rare stormed an awards ceremony at E3 with the utterly sublime *GoldenEye* collecting four separate accolades. *Diddy Kong Racing* won an award for Best Racing Game. So, it *is* better than *Gran Turismo*, then?

And, finally, during a recent interview, *Metal Gear Solid* Producer Hideo Kojima suggested that the PlayStation's Best Game Ever™ (for it *will* be that) might – just might – come to the N64. "I don't know exactly," was his reply when asked and, earlier he'd said, "for enemy artificial intelligence, it would have been easier to do it on the N64". Okay, so it's not much to go on, but he didn't deny anything, did he?

PLANET 64 INFORMATION station

chart updates ● release list
most wanted ● most played

Planet 64 Information Station is your one-stop-spot for tracking the release dates of unreleased titles, checking on the sales of those already out, and keeping tabs on which are most eagerly awaited. Fill in the coupon with your votes, or just include them in your letter or compo entry. We want to know what you think and we don't care how you tell us!

GAME Top 10 Official UK N64 chart

Pos	Title	Publisher	Released	Movement	N64 review
1	World Cup '98 (NEW!)	EA Sports	5/98	New entry	Issue 16 73%
2	Forsaken (NEW!)	Acclaim	Released: 6/98	New entry	Issue 16 87%
3	GoldenEye 007	Rare/Nintendo	Released: 11/97	Last month's chart position – 1	Issue 9 94%
4	ISS 64 (NEW!)	Konami	Released: 6/97	New entry	Issue 3 92%
5	Yoshi's Story	Nintendo	Released: 4/98	Last month's chart position – 3	Issue 15 86%
6	Kobe Bryant's NBA Courtside (NEW!)	Nintendo	Released: 6/98	New entry	Issue 17 90%
7	Wetrix (NEW!)	Ocean	Released: 5/98	New entry	Issue 15 78%
8	Rampage World Tour (NEW!)	Midway	Released: 5/98	New entry	Issue 16 54%
9	Mystical Ninja	Konami	Released: 5/98	Last month's chart position – 2	Issue 14 90%
10	Super Mario 64	Nintendo	Released: 3/97	Last month's chart position – 7	Issue 1 96%

Top 5 Import chart

Source: Skill Academy

Pos	Title	Publisher • Genre	N64 review
1	Mortal Kombat 4	Midway • FGT	Issue 18 – 84%
2	Quest 64	T•HQ • RPG	Issue 18 – 71%
3	1080° Snowboarding	Nintendo • SPT	Issue 14 – 89%
4	Mystical Ninja	Konami • RPG	Issue 14 – 90%
5	Forsaken	Acclaim • SHT	Issue 16 – 87%

N64 5 Most played

	Title	Publisher	Genre	N64 review
1	Banjo-Kazooie	Nintendo	ACT	Issue 18 • see page 54
2	Quest 64	Nintendo	SPT	Issue 18 • see page 78
3	ISS '98	Konami	SPT	Issue 18 91%
4	NBA Courtside	Nintendo	SPT	Issue 18 90%
5	All Star Baseball	Acclaim	SPT	Issue 18 84%

N64 5 Most wanted

	Title	Publisher	Genre	Release
1	Perfect Dark	Rare	ACT	UK: Early '99 USA: Early '99
2	Legend of Zelda	Nintendo	ACT/RPG	Japan: 4th Quarter '98 UK: TBA
3	Hybrid Heaven	Konami	RPG	Japan: 1st Quarter '99 USA: TBA
4	Shadowman	Acclaim	ACT	UK: 1st Quarter '99 USA: 1st Quarter '99
5	Body Harvest	Gremlin	SHT	UK: October '98 USA: October '98

Readers 5 Most played

	Title	Publisher	Genre	N64 review
1	GoldenEye 007	Rare/Nintendo	ACT/SHT	Issue 9 94%
2	Snowboard Kids	Nintendo/Atlus	RAC	Issue 14 86%
3	WCW vs NWO	T•HQ	SPT	Issue 12 70%
4	Super Mario 64	Nintendo	ETC	Issue 1 96%
5	Lylat Wars	Nintendo	ETC	Issue 8 90%

Readers 5 Most wanted

	Title	Publisher	Genre	Release
1	Legend of Zelda	Nintendo	ACT/RPG	USA: November 23rd UK: TBA
2	Perfect Dark	Rare	ACT	UK: Early '99 USA: Early '99
3	Turok 2	Acclaim	ACT/SHT	USA: October '98 UK: TBA
4	Mission	Ocean/Infogrames	ACT	USA: September '98 UK: September '98
5	F-Zero X	Nintendo	RAC	Japan: 14th July UK: TBA

ULTRA RELEASE LIST

The latest information on every Nintendo 64 game currently in development world-wide, updated monthly.

Easy to spot UK release dates. Just look for the titles in a dark blue bar!

Game name	Publisher	Type	Country
August 1998			
Iggy's Reckin' Balls	Acclaim	PUZ	US/UK
GEX: Enter the Gecko	Midway	ACT	US/UK
NFL QuarterBack Club '99	Acclaim	SPT	US
Pocket Monsters Stadium	Nintendo	ETC	JPN
Quest 64	Konami	RPG	US
September 1998			
Body Harvest	Gremlin	SHT	US
Bomberman Hero	Hudson	ACT	UK
Buck Bumble	Ubi Soft	ACT	US/UK
Earthworm Jim 3D	Interplay	ACT	UK
F-Zero X	Nintendo	RAC	UK
ISS '98	Konami	SPT	UK
Mission: Impossible	Infogrames	ACT	US/UK
NFL Blitz '98	Midway	SPT	US
Sim Copter 64	Maxis	SIM	US
Tonic Trouble	Ubi Soft	ACT	US/UK
Twisted Edge Snowboarding	Midway	SPT	US
UEFA Soccer	Infogrames	SPT	UK
Virtual Chess 64	Titus	TAB	US
October 1998			
Cruis'n World	Midway	RAC	US
Extreme G 2	Acclaim	RAC	US
Fox Sports College Hoops 99	Fox Sports	SPT	US
Knife Edge	Kemco	SHT	JPN
Space Circus	Infogrames	ACT	US/UK
Silicon Valley	DMA/Take 2	ACT	UK
VR Pool	Crave	SPT	US
November 1998			
Legend of Zelda: Ocarina of Time	Nintendo	RPG	US
Onegai Monsters	Bottom Up	–	JPN
Milo's Astro Lanes	Crave	ACT	US
Quake II	Activision	SHT	US/UK
Rat Attack	Mindscape	ACT	UK
Shadowman	Acclaim	ACT	US/UK
Turok 2	Acclaim	SHT	UK
V-Rally 64	Ocean	RAC	UK
WCW vs NWO: Revenge	THQ	FGT	US
Wipeout 64	Psygnosis	RAC	UK
WWF Warzone	Acclaim	FGT	US
December 1998			
In Fisherman Bass Hunter 64	Take 2	SPT	US
Legend of Zelda: Ocarina of Time	Nintendo	RPG	UK
Nightmare Creatures	Activision	ACT	US/UK

Game name	Publisher	Type	Country
1998 TBA			
Aeon Flux	GT	ACT	US/UK
All-Star Tennis '99	Ubi Soft	SPT	US/UK
Art of Fighting Twin 2	Culture Brain	FGT	JPN
Attack!	Midway	–	US
Bio Freaks	GT	FGT	US
Bio Tetris	Bottom Up	ETC	JPN
Blues Brothers 2000	Titus	ACT	UK
Bust-a-Move 3	Acclaim	PUZ	US
Dracula 3D (Castlevania 64)	Konami	ACT	ALL
Daikatana	Ion Storm	SHT	US
Dazaemon	Scheedle	ETC	JPN
Dragonstorm	TBA	RPG	US/UK
Duke Nukem: Time to Kill	GT	ACT	US/UK
Formula 1	Psygnosis	RAC	UK
F1 Racing '98	UbiSoft	RAC	UK
Fighting Force 64	Core	ACT	UK
Flights of the UN	Video Sys.	SHT	JPN
Flying Dragon	Infogrames	FGT	UK
Glover	Hasbro	ACT	US
Golf	Nintendo	SPT	JPN
Hybrid Heaven	Konami	ACT	JPN
Jest	Infogrames	ACT	UK
Ken Griffey Baseball	Nintendo	SPT	US
Kiratto Kaigetsu	Imagineer	TAB	JPN
Let's Smash	Hudson	–	JPN
Looney Toons Space Race	Infogrames	RAC	US/UK
Magic Flute	Sunsoft	ACT	JPN
Micro Machines V3	Codemasters	RAC	UK
Mortal Kombat 4	Midway	FGT	US/UK
NBA Jam '99	Acclaim	SPT	US
No Man's Island	Imagineer	–	JPN
Pachinko: 365 Days	Seta	ETC	JPN
Powerslide	Emergent	RAC	US
Puma Street Soccer	Sunsoft	SPT	JPN/UK
Rev Limit	Seta	RAC	JPN
Robotech: Crystal Dreams	Capcom	ACT	US/UK
Rogue Squadron	LucasArts	ACT	US
SCARS	Ubi Soft	RAC	US
Sim City 2000	Infogrames	SLG	UK
Snow Speeder	Imagineer	SPT	JPN
South Park	Acclaim	ACT	US
Spooky	ICE	ACT	US/UK
Superman	Titus	ACT	UK
Survivor Day One	Konami	ACT	JPN
Tennis	Ubi Soft	SPT	UK
Thornado	Factor 5	SHT	US
TOCA Touring Car	Codemasters	RAC	UK

Game name	Publisher	Type	Country
Twelve Tales: Conker 64	Nintendo	ACT	JPN/US
Twisted Edge Snowboarding	Kemco	SPT	US
WCW Game	EA	ACT	US
No release date yet			
7th Legion	Epic	–	US
Disney Tetris	Capcom	PUZ	JPN
Exhumed 64	Crave	SHT	US
F-Zero X (add-on disk)	Nintendo	RAC	JPN
FIFA '99	EA	SPT	UK
Hercules: Legendary Journeys	Titus	–	US
Hybrid Heaven	Konami	RPG	JPN
Harrier Strike Force	Video System	SIM	US
Jack and the Beanstalk	Nintendo	–	ALL
Jikkyo Golf Tournament '98	Konami	SPT	JPN
Jet Force Gemini	Rare	ACT	UK
Jungle Emperor Leo	Nintendo	–	JPN
Kindaichi's Accident File	Hudson	–	JPN
Legion X	Hudson	–	JPN
Loderunner 64	Bandai	ACT	JPN
Mother 3	Nintendo	RPG	JPN
Picture Maker 64DD	Nintendo	ETC	JPN
Pikachu Genki Dechu	Nintendo	ETC	JPN
Pocket Monsters 64DD	Nintendo	RPG	JPN
Polygon Maker 64DD	Nintendo	ETC	JPN
Perfect Dark	Rare	SHT	US/UK
Pokemon Snap	Nintendo	ETC	JPN
Rugrats	T•HQ	ACT	US
Sim City 64DD	Nintendo	SLG	JPN
Super Mario 64 2	Nintendo	ACT	ALL
Super Mario RPG 2	Nintendo	RPG	ALL
Tazmanian Express	Infogrames	ACT	UK
Top Gear Rally Overdrive	Kemco	RAC	ALL
Top Gear Rally 64DD	Kemco	RAC	ALL
VR Baseball	Interplay	SPT	—
Winback	Koei	ACT	JPN
Xena: Warrior Princess	Titus	–	US

*working title only

KEY

ACT	ACTION	RPG	ROLE PLAYING GAME
FGT	FIGHTING GAME	SPT	SPORT
SLG	STRATEGY	TAB	BOARD GAME
SHT	SHOOT-'EM-UP	SIM	SIMULATION
RAC	RACING	ETC	MISCELLANEOUS

cut and send

6

VOTE!

There's only one way we can keep track of your gaming needs – and that's if you tell us! Just fill out the form and send it in.

And as if you needed any more encouragement, each month we'll be putting all the Information Station voting slips into a big hat and awarding a spanking new N64 game to the first one drawn. Tell us which game you'd like on the voting slip.

LAST MONTH'S WINNER
Mark Szymkowicz from Bucks wins a copy of Yoshi's Story.

PLANET 64 INFORMATION station

Top 5 vote n' draw

My five most played games are:	My five most wanted games are:

Name ....

Address ....

....

....

Postcode ....

Game wanted ....

日本製 Football

Soccer takes Japan by storm.

With glorious victories over such contenders as Uzbekistan and Kazakhstan (6-3 and 5-1, no less), the Japan National Team blasted through the World Cup qualifiers and are now busily preparing for the event itself.

Of course, by the time you read this, no doubt they'll have hoisted the cup high to the raucous adulation of Japanese worldwide, and the undying respect of the known world (er, right), but for the moment, it's full steam ahead with the preparations.

The 'Let's Make Japan Number 1 Happy Together With Us' marketing machine is steamrollering the great unwashed with TV commercials, blanket magazine and billboard advertising, endless promo giveaways and of course, footy games on all the consoles.

There are vast amounts of 'official' World Cup paraphernalia up for grabs, or for sale, ranging from official chewing gum to official automobile manufacturers. All of which is, in turn, advertised in the magazines, on TV and across billboards, making escape attempts futile.

An interesting newspaper report sprung up recently which kind of completes the circle. On a recent 'World Cup Conference' (aka training weekend and general jolly for the lads) for the Japan National Team, far-sighted team manager Takeshi Okuda arranged for a games area to be established in their hotel complex as a means of soothing his players' nerves. He then introduced the team to the area and they subsequently all spent a good deal of supposed training time staging a soccer tournament on, ahem, a Sega World Cup '98 game.

Team bigwigs were so impressed with the morale boost the games gave their players, they later made official approaches to the big games developers to request that they 'lend their support' to the lads in future. Nice euphemism. I wonder if I'd get the same results if I wrote to Nintendo and asked if they would 'lend their support' to me over the coming months? Then again, I'm not quite as handy at putting the ball in the net as our boys in blue.

So, anyway, back to that circle: we have the country's adored football team playing the games which exist primarily because of them, and then their bosses going to the companies that made the games based on their boys' efforts to ask them to keep supplying the entertainment. Weird! Art imitates life imitates art.

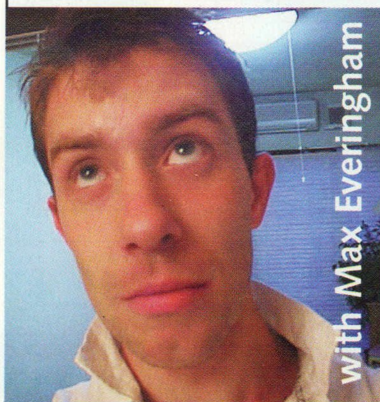


△ *EA's marketing steamroller rides again.*



There's no putting a mediocre game down. ▷





MADE IN JAPAN

All things Japanese and, in keeping with a popular theme this summer, all things football related on the other side of the globe.

Sale-ing into the net!

Jikkyou World Soccer '98 breaks sales records in Japan!

We all know how good it is and the Japanese gaming public have gone and confirmed it. *Jikkyou World Soccer '98* (reviewed on page 72) is the greatest football game in the world!

The reason? It has sold astonishingly well since its release, steaming straight into the Top Ten at number eight like a 25-yard piledriver. Selling an incredible 50,000 copies in its first three days, *JWS '98* is the first N64 game to break the Top Ten since *Mario Kart*. Truly a star performance.



△ *Good old Jikkyou. Better than Ronaldo and sexier than...*

...Er, this unknown Colombian striker. Get in thaaaaar! ▷



fever



△ Football? No, I'd rather stand here and play Mario, thanks.



△ (wot no ISS?)

▽ Baseball-mad maybe, but they still have dedicated TV programmes for the World Cup.



In any event, Japan is certainly a good place to be right now if you're a fan of the beautiful game. And hey, if you're not, or are too young to appreciate its finer subtleties, there's always *Mario* to fall back on.

Or baseball. As you'll have gathered from reviews of the plethora of deformed dwarf titles released by Japanese softcos, Japan's favourite sport is rounders, but with big gloves. Baseball, sorry. It's so popular, in fact, that this year it has held on to the number-one choice of elementary school kids' desired future occupation (they conduct regular polls on this sort of thing, naturally) despite the equally essential dream job of 'soccer player' making a spirited last-minute challenge on the back of the World Cup publicity.

Given that the highest wage earner in Japan last year was, in fact, a baseball player, Japanese kids are obviously smarter than they have any right to be at that age.



It just gets cheaper and cheaper

One of the most popular shops in Akihabara is now not only selling the N64 base unit for a rock-bottom 14,800 yen, but also chucking a special 'skeleton' (see-through) controller, and a game guide, into the bargain.



With ever-lower pricing, and Sega's recent announcement of the CE-based Dreamcast 128-bit console and its November 20th launch date, Nintendo have to be getting seriously worried about the pick-up rate for their 64DD unit. And if they're not, then they should be.



Hongo-san speaks

In response to a reader question in The 64 Dream, publicity guru Yoshio Hongo attempted to quash speculation that Nintendo are already working on their successor to the N64. Outlining Nintendo's hardware development history since the Famicom, Hongo-san said that they are concentrating all their forces on supporting the powerful N64 console, and since it is still far from reaching its peak, this is not the time to be discussing new hardware.

The magic of 'Motes

In another interview with Japanese games rag, The 64 Dream, Shigs Miyamoto talked openly about how Nintendo had to change their policy of quality over quantity. Or, at least, re-address the quantity side of things a bit.

"We are going to make games no one has ever seen before," said 'Motes. "I feel there is a bad atmosphere when you can't do anything new at Nintendo these days." English translation: Miyamoto is indicating that there's a certain pressure on Nintendo's employees to innovate. "I'm saying to my people that from now on, let's go for the game that can be developed in six months and sell a million copies." Don't expect things to go all pear-shaped for future Miyamoto-led projects, though. Asked about what was on the agenda next, the tiniest man in the world, said: "I never thought things like this before!" A positive sign, then, that Nintendo will still be leagues ahead of the rest.

A kick in the DD

In a recent survey in Famitsu magazine the videogames-buying public were surprisingly downbeat about Nintendo's much-maligned 64DD add-on.

Around 66.1% of those people asked said they would be reluctant to buy a 64DD if, and when, it arrives in Japan. The reason appears to be the software being lined up for it and, in particular, the *Picture/Polygon/Talent Maker* threesome. And, if that wasn't a big enough disappointment, a further 28.2% said they wouldn't buy one under *any* circumstances. Which just leaves 5.7% still willing to snap up the writable drive when it appears. But, with *Mother 3* now coming on a 256Mb cart, it's looking more and more likely that it might never happen. We shall, as they say, see.

Pockemon fly away!

Japan's leading airline, JAL, have gone all videogames and painted different Pocket Monsters onto many of their airplanes. To tie in with the promotion, they'll also be showing Pockemon cartoons on domestic flights.

N64 best-selling games in Japan

Source: The 64 Dream

1. *Jikkyou World Pro Baseball 5*
2. *Yoshi's Story*
3. *Bomberman Hero*
4. *FIFA: Road to the World Cup*
5. *Famista 64*
6. *Diddy Kong Racing*
7. *Super Mario 64*
8. *Mario Kart 64*
9. *Ganbare Goemon*
10. Out on the 64 – *Tamagotchi!*

LEARN JAPANESE



Footy phrases in Japanese you'd be foolish not to learn.

サッカー ゲーム
Sakkaageemu = Soccer Game

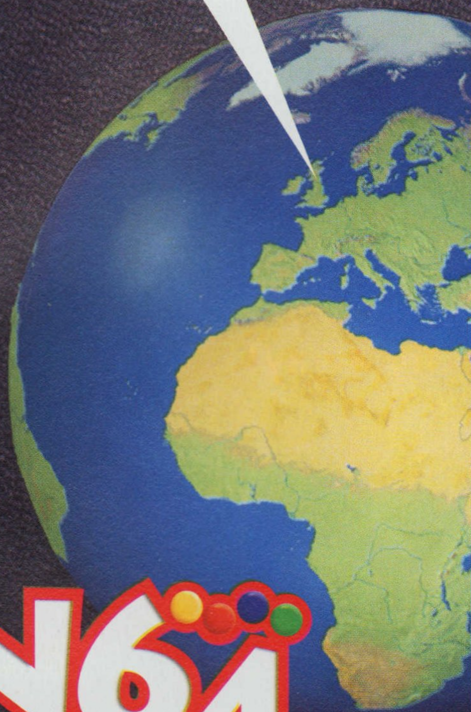
行け青いチーム！
Ike Aoicheemu! = Come on you blues!

やった！
Yatta! (or just Gooooaaallll!!) = Gooooaaallll!!

ここ一頭に
Koko? atama ni! = Over here, on me 'eead!

しつれい、それをするのに十分な年齢ですか
Shitsurei sore o suru no ni jubun na nenrei desu ka? = Excuse me Sir, but are you old enough to be doing that?

N64 Magazine's Special Investigations can take us all over the world. This time we only had to go as far as sunny Dundee, home of innovative games producers DMA Design.



N64 MAGAZINE

SPECIAL INVESTIGATION

BODY HARVEST ● SILICON VALLEY ● WILD METAL COUNTRY

Body



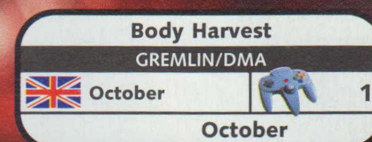
▷ Drive the yellow taxi of your dreams, and mow down some pedestrians.

▽ You'll find yourself under constant attack from flying alien bug fiends.

▽ The only way out is through this rather angry looking insectoid.

ROAD RAGE
As soon as you get fed up with protecting the dumb, defenceless humans, you can take out your frustrations on them *GoldenEye* scientist-style, by popping a few caps at them with one of your weaker weapons. They'll jump around in pain, but they won't shoot back at you. Contact with a vehicle will finish them off for good, with a satisfying squelching sound. You don't even have to be driving it at the time – just leave your truck or tank at the top of a steep slope, and watch it roll down into the village below, demolishing houses and leaving a trail of corpses in its wake. As long as you don't allow more than 25 people to die on each level, you can get away with murder.

Eat molten death, alien slime!



Harvest

Remember *Body Harvest*? About two years ago it was a shoot-'em-up from N64 dream teamers, DMA Design, due out in the summer of 1997. Then it mutated into a B-movie RPG, overseen by Nintendo of Japan. And at its last reported sighting, at this year's E3 in Atlanta, it had become more of an arcade puzzle/shooting game, this time to be published by Gremlin, and with a provisional release date pencilled in for this Autumn. So, with the N64's most schizophrenic title finally nearing completion, we couldn't resist travelling up to DMA's Dundee headquarters for a look at what could turn out to be one of this year's most impressive games.

Body Harvest's current (and final) incarnation is much closer to DMA's original concept of a spectacular, bug-filled shoot-'em-up than the RPG that Nintendo envisaged. It still contains a good deal of old-style, traditional, adventure game problem solving, but the arcade action elements have been placed very much to the forefront, with the emphasis on a high body count and plenty of gore. There are more than enough things to shoot at, and running for cover is often the safest policy, particularly in the later levels.

But the most striking aspect of the game is *Body Harvest*'s sheer size. The four main levels are so large that the only reliable way to navigate around them is to set a waypoint on the map, rather like a PC flight sim. This then gives an on-screen arrow to follow, pointing you in the right direction, and is surprisingly easy to use. Traversing such a large area on foot would take hours, so littered throughout the landscape are various vehicles just waiting to be stolen. Sometimes you'll have to solve a puzzle or talk to some of the locals to get the keys to certain vehicles, but most of the time you can just jump right in and go tearing around the level, *Blast Corps* style.

The arcade action elements have been placed very much to the forefront, with the emphasis on a high body count and plenty of gore.

Each level is divided into five, smaller segments by a shield generator, which creates a shimmering translucent wall. Once you get to the end of each mini level you'll be able to blow a hole in the shield wall and travel onwards to the next section, where the aliens become faster and more numerous. Your ultimate goal is to destroy the shield generator in the centre of the level and defeat the alien Queen, but it will take even experienced players several hours to get that far. You're only allowed to save your game after you've completed one of the mini levels, and we can assure you that there will be much head scratching, cursing, and restarting to be done before you get to that stage, particularly on the later levels.

Body Harvest's extreme comic book violence and non-stop action, coupled with some of the best interactive music we've heard in a long time, gives the game a real 50s B-movie feel, especially in the authentic setting of the USA level. It's a little bit reminiscent of the classic Amiga game *It Came From The Desert*, albeit a far more exciting and spectacular version. And as it's also probably the largest, most expansive world ever committed to cartridge, it looks set to become a surefire commercial success for DMA and Gremlin. Needless to say, we'll be bringing you the complete, definitive review *very soon*. Watch this space...

GO! GO! ▷

Theatre of war

Your quest to defeat the aliens encompasses five huge worlds and five different time zones. Each one introduces you to new vehicles and fiendish alien mutations. Surviving this lot will be a real test of endurance.

1916 GREECE

The opening Greek stages serve as a gentle introduction to the Body Harvest experience. Within seconds of landing in Greece, you'll be confronted with your first harvesting wave. It won't pose too much of a problem, and you'll have to be rather inept to allow them to eat the six humans necessary to create a mutant. But, like all Body Harvest's levels, Greece is absolutely massive, and before long you'll find yourself completely, hopelessly lost, making finding the next harvesters in time considerably more difficult.



This fire engine is found in the legendary ancient Greek village of Trumptonas. No, really.

Bashers, hard at work demolishing a small Greek village. We definitely won't be taking our holidays there now.



You can use your vehicle to run over the squishy Human Capture Units.

Motorworld

There must be more different modes of transport in *Body Harvest* than in every other N64 game put together. Something like 130 vehicles are scattered throughout the game's four earthbound levels, some of them in plain sight, others hidden away as rewards for solving puzzles. The vehicles are all specific to each level's time zone, so Greece has vintage trucks and first world war tanks, whereas Siberia is stashed full of modern military hardware. Our favourites were the motorbike on the Greek level, the jeep in Java, the American hot rod, and the strange underwater tank in Siberia.

A military helicopter – useful for evacuating personnel?







Aquatic transport certainly isn't neglected.

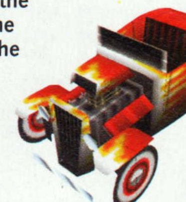


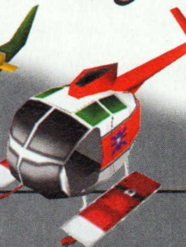
Smaller helicopters can zip through the narrow streets of the USA level at high speed.



Gun turrets can rotate to fire 360°.









1941 JAVA

Your next mission takes you to the war-torn volcanic island of Java, and gives you the opportunity to drive some more modern vehicles. Set during a steamy tropical rainstorm, Java introduces you to some slightly more devious puzzles, one of the best ones involving saving the residents of a village located in the shadow of an erupting volcano. If you manage to persuade them to follow you, you'll need to find a ship big enough to transport them all, and you'll have to navigate the boiling sea in a very tight time limit. Very tense



◁ The red arrow in the top left corner is a waypoint indicator.



▽ Fantastic! Pilotwings eat your heart out.

1966 U.S.A.

The alien invasion hits a typical midwestern American city during the height of cold war paranoia. The city alone is as big as most levels in other games, but in Body Harvest it's dwarfed by the sprawling, alien-infested desert surrounding it. USA 1966 places more emphasis on the shoot-'em-up aspect of the game, with far more harvesting waves and larger aliens to deal with. Above the ground, it can get rather frantic, so Adam can hide in the sewers for a brief respite. Who knows, there may actually be something useful down there...



△ Staying out in the open in the city is just asking for alien trouble.



◁ The vehicles are soooo tempting, though. Where's our Harley gone?

DAYLIGHT ROBBERY

As a more sedate complement to all the shooting, driving, flying and sailing, *Body Harvest* contains plenty of puzzles to tax the old grey matter. Some of them are simple, such as finding some dynamite to blow up a rock, or pulling a switch to activate a machine, and others require a little more thought, but they all involve entering buildings and speaking to the inhabitants. When you're inside somebody's house, you can't be killed, and you can't use your weapons. What you *can* do though, is ransack their humble abode in the traditional RPG style, rifling through their possessions for useful items. Go ahead, look though their sock drawers and laundry baskets – they won't lift a finger to stop you.





Killer Queen



Once you've made it to the centre of the level and destroyed the shield generator, you'll hop into your Alpha Tank, the landscape will flatten out, and you'll be confronted with one of *Body Harvest*'s showpieces, the alien Queens. Each one of these screen-filling boss monsters is larger and more heavily armed than the last, and you'll need lightning fast reactions to avoid being shot to bits while you search for its weak spot.



△ This is an alien processor, the vile thing that spawned all those bugs.

◁ The glowing alien textures are lovely.



Find its weak spot and unload a clip or two. ▷



STORYLINE
Your mission, as alien killer extraordinaire Adam Drake, is to rid the earth of the menace of the human-chomping bugs that have infested the planet at key moments throughout history. From your starting point in 1916, you must travel forwards through four other time zones, destroying the alien Queen in each one. Who are they, where did they come from, and what do they want? Well you'll just have to look out for the clues in the cinema cut scenes, and wait for the ending sequence to find out...



1991 SIBERIA

The Siberian level is firmly rooted in X Files territory. Something strange is going on out in the arctic wastelands, causing the inhabitants of the nearby settlements to mutate into green-skinned zombies. You'll have to get into Mulder and Scully mode to discover exactly what is happening, taking care not to let the aliens eat the zombies – they're still people after all. Luckily, you won't be able to kill any of them yourself by accident, as they bounce right back from almost anything. Anything, that is, bar the combine harvester, with which you can mince them into green pulp.



◁ *Some fool left the keys in this train. Time for some chaos.*

We'd better find ourselves a vehicle before taking on this giant monster. ▽



2016 COMET

The final level sees you taking the fight to the aliens' doorstep, on the surface of their comet base. There are no people to rescue and no puzzles to solve, just all-out shooting and wave after wave of alien guards. Like the other levels, your final objective is at the centre of the map, but this time you'll only have one vehicle to get you there – a heavily armed futuristic hovercraft called the Alpha Tank – so you'll have to be extremely careful not to lose it. You won't last five minutes on foot.



△ *The Alpha Tank, DMA's favourite vehicle.*



The final level is a non-stop shooting fest, with loads of explosions. ▷

What time is it Mr Wolf?

The aliens' objective is simply to kill (or 'harvest'), as many humans as possible. If 25 people are killed an any stage, either by the aliens or in an unfortunate road 'accident', you have failed, and it's game over. The biggest threats to the population are the harvesting units that beam down at regular intervals. These consist of three different breeds of alien, working together to find and capture as many of the locals as they can eat. If they manage to consume six humans, a mutant – a highly dangerous and hard-to-kill type of alien – will beam down, and will hunt you doggedly until you suffer the same fate as the poor civilians you failed to protect. You have been warned.

Scout

The Scouts roam the landscape, methodically searching towns and villages for signs of human life. Individually they're not particularly powerful, but they will quickly be replaced by reinforcements if you kill them.





△ *Wait for the Scout to hover over a building so you can get a clean shot.*

Basher

Bashers are brutish, ugly things that are directed by the Scouts. Once a Scout has found an occupied building, the Bashers will move in to demolish it and release the terrified inhabitants.

Bashers make short work of almost any building. ▽



Drone King

The Drone King is the mastermind of the operation. It releases jelly-like Human Capture Units to round up its prey, and has a voracious appetite for human flesh. If you destroy the Drone King then the harvesting wave is over.



△ *The Drone King is a particularly vile piece of work. DMA's artists have really gone to town here.*

Let me hear your body talk

Taking time out from their exhausting programming, drinking, and football watching schedule, *Body Harvest*'s development team spoke to N64 about the way their baby has grown up over the last couple of years.



▽ At the start of a level, you'll land in your trendy convertible time machine.

What was the inspiration for Body Harvest's original concept?

Luck, flaw, and heated arguments, with a pinch of Johnny Walker thrown in for good measure.

How much has it changed since we first heard about it so many moons ago?

Somewhat. At the last estimate about 150% (a complete re-write one and a half times – at least). The original featured aliens, guns, wee blokes and mayhem. The new version features more aliens, guns, wee blokes (who scream now) and mayhem times 10 – but it all looks a lot prettier and you can go into houses and speak to folk, solve puzzles and do general adventury things. It's now about a gazillion times bigger too.

How did you go about incorporating the RPG/adventure elements?

Sitting down and thinking of cool things that might happen. Going through our list of cool things and removing the rubbish (about 95%). Laying out the remaining stuff in some sort of order. And voilà! An action game with RPG/adventure elements.

What's your favourite part of the game?

Our favourite bit is when the people get eaten by the harvester – lots of blood and yelling. If you kill a harvester with a full belly then when it explodes you can see the little charred corpses flying out of the harvester with all of the other goo. Beautiful, absolutely beautiful.

△ Aliens get together for a night on the town in 1966 America.

What's your favourite vehicle in the game?

The Alpha Tank, because of all the over-the-top weapons. Failing that the Hueys because you get to use two N64 pads to steer them.



△ Adam Drake meets with a mysterious dark suited man.



How far does the game push the N64?

Well, the 96Mb cart is full to the brim and the N64 is often drawing as much as it can. We've done some cool effects and the sound is fab, but we could squeeze an awful lot more out of the machine now that we know how it works!

Did being part of Nintendo's dream team help with the programming?

Well, at the start we had to work on a machine that didn't exist yet, which was tough, but we got to go out to California to learn how to use the N64 and talk to the guys who developed the chips.

Have Nintendo caused you any censorship problems?

No really. It's kind of B-movie horror. The little people in the game don't really look like people – unless you know someone with a square head. They were a bit concerned that the bugs' feeding animation is too gruesome but when they actually saw it they just laughed.

Is there anything else you would have liked to incorporate into the game?

Extra levels – maybe Hawaii, Antarctica, Japan underwater. That'll have to wait for the sequel though...



△ This thing will hunt you down mercilessly.



COMING SOON...

***Body Harvest* should be with us in September. We'll be there with our review hat on.**



ideo game history is scattered with more than a few wonderfully strange concepts. Anyone remember *Paradroid, Fat Worm Blows a Sparky*, or *Tower of Babel*? All startlingly original, and all classics of their time. Well now DMA are putting the finishing touches to their own entry to the odd-but-great category: a tale of a bumbling hero, a long-forgotten experiment, and a group of the strangest robotic animals you could possibly imagine – *Spacestation Silicon Valley*.

Your task is to restore order to the anarchic Silicon Valley, investigating the curious mutations that have occurred amongst the craft's mechanical inhabitants, and solving some fiendish puzzles along the way. The spacestation is split up into 30 areas, comprising 10 European levels (temperate and very green), 7 Arctic levels (slippy-slidey, of course), 6 Jungle levels (misty and dangerous), and 7 Desert levels (hot, scorpion-infested wastelands). Each level introduces you to new and outlandish animal variants, all of which must be 'possessed' in order for you to complete the game.

To take control of a new animal you must set aside all compassion and kill it. No matter how cute that fluffy sheep may look, you won't be able to complete your mission unless you savage it to death with your robotic dog, or poison it with your toxic rat. Each of the 40-odd animals in the game has two special abilities, controlled by the A and B buttons. Sheep can jump and float across to distant platforms, foxes have a turbo boost and a tail-swipe attack, and rats can emit noxious gas and litter the landscape with exploding 'number twos'. As you progress through the game you will come across some ever more desirable mutations, such as the rocket-launching husky and the pogoing kangaroo, which become harder and harder to catch.

The puzzles are an interesting mixture of exploration, platform jumping, and problem solving, often involving possessing a whole series of animals in order to reach a switch or hidden area, and there are several different objectives to be completed before you can leave a level. You must also take into account what the reaction of other animals will be when they see you. For example, a king rat can persuade other rats to follow him around, but will be attacked if he strays too close to a family of foxes. There is also a bonus award on each level for collecting 15 well-hidden items – most bizarrely, a Golden Turd award for getting your rat to eat 15 suspicious brown lumps in the sewers (Silicon Valley is definitely a rather faecally obsessed game). Other tasks include racing propeller-driven walruses around an icy lake, in a twisted parody of *Wave Race* (the level is called Wal-Race 64), and herding sheep into a pen, which is actually a lot more involving than it sounds.

Silicon Valley is due for release in October – assuming Nintendo don't kick up a stink about the toilet humour – and is definitely one to look forward to.

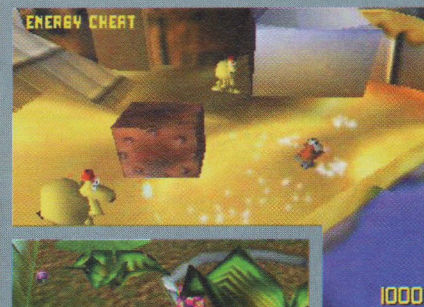
You must also take into account what the reaction of other animals will be when they see you.





△ *The penguins have the cutest little wobbling walk you ever did see.*

◁ *Naturally, the desert rat should stay well out of the spitting camel's way.*





△ *Push the boxes around to confuse the camels.*

△ *A big fat water-spitting elephant.*



▷ *Heavily armed wheely dog's stats screen.*

SPACESTATION Silicon Va

SPECIAL INVESTIGATION





BODY HARVEST ● SILICON VALLEY ● WILD METAL COUNTRY

Animal magic

Not content with simply infiltrating DMA's Dundee industrial estate hideaway, **N64** decided to put a lethal Chinese burn on programmer Daniel Leyden's wrist until he squealed and gave us some more information.



△ How can the ram get his harem of sheep out of that electric pen? Time for some lateral thinking.



▽ Better find an animal that can cope with mud.





▷ Solve the mystery of the giant footprints and win a teddy bear. Or a goldfish.

▽ The N64's first boxing game. With electric kangaroos.





▷ The cheat enables DMA to actually finish their game.



△ A-ha! The spitting camel spies a desert rat, and moves in for the kill.

Which warped individual came up with the idea for Silicon Valley?

DMA's head honcho, Dave Jones. However the current game is so far removed, evolved from the original idea that it bears almost no resemblance to the original, one-page design document.

How long has the game taken to produce?

A very, very, very, long time. Two and a half years.

Which part of SV's development has given you the biggest headache?

My biggest headache has been the animal AI. Keeping them from falling off cliffs, walking into trees and shooting themselves in the hoof. There is also a lot of animal flocking, attack patterns, reactions to other animals, etc for each individual animal type, and there are a LOT of animals.

Which is your favourite character in the game?

My favourite character is the sheep on a spring. Because it's a sheep on a spring; it's fluffy, it's springy and it's a sheep. And it's on a spring.

Who will SV appeal to the most?

Probably those who prefer their games a little bit 'quirky'. And it's not just a game for kids either – *Silicon Valley*'s got tons of depth, good puzzles, excellent skills to learn and splendid humour.

It's a jungle out there

lley

Spacestation Silicon Valley
GREMLIN/DMA

 October  1

US release: October



SPECIAL INVESTIGATION

BODY HARVEST ● SILICON VALLEY ● WILD METAL COUNTRY





Wild Metal

In the future, what will happen to old unwanted tanks? Perhaps they'll be scrapped for spare parts, or melted down to make special space furniture. Or maybe, just maybe, they'll be set free and allowed to roam the countryside with gangs of their friends, assuming the characteristics of various animals and protecting their tribal treasures from marauding big game hunters. Hmmm. Now there's a thought...

Wild Metal Country transports you to a strange world where tribes of tanks, resembling budgies, ducks, rhinos, bulls, and assorted other wildlife, reign supreme. Your task is to steal a token from each of the tribes you encounter, killing anything you run into and fending off up to three other players who are all after the same thing. Once you've collected all the tokens, you win.

But of course it's not as simple as all that. The tank tribes will defend their territory using some of the most devious artificial intelligence ever devised, exploiting their animal nature to the full. For example, budgie tanks are swift and manoeuvrable, and will attack you by lobbing bombs from their high mountain perches, whereas the fearsome bull tanks will charge at anything that enters their patch of lowland, letting rip with far more powerful weapons. If you can creep around quietly, using the rocks and hills of the landscape as cover, you may be able to get by without being noticed, as all the tanks must 'see' you with their gun turrets before they can attack. Some have better vision than others though, and you'll soon get to know just how well hidden you need to be to evade each of the tribes.

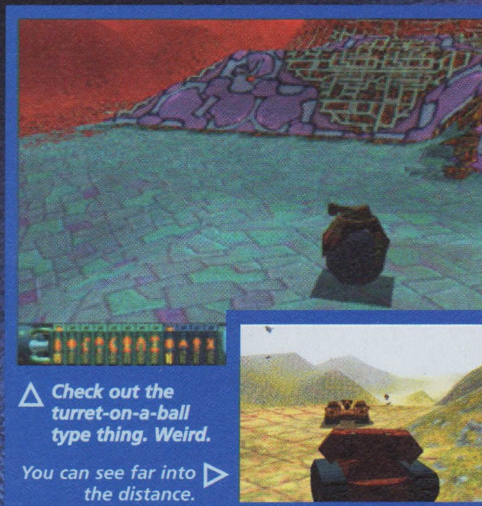
Your human opponents will be able to see you more easily though, and if you're in possession of some of the crucial tokens you'll be a prime target. There is a selection of different vehicles to choose from, ranging from buggies to tanks, and including oddities such as a heavy-duty hovercraft and a strange turret-on-a-ball contraption. Each one has different abilities: the tanks are powerful but slow, the buggies are faster but don't have a turret to fire 360°, the hovercraft is agile but can't get up steep slopes, and the turret-on-a-ball can go anywhere but is a bit lightweight. An extensive range of weaponry is available, including barrel mines that roll down the hillsides, and explosive jumping jacks that bounce after the nearest metallic object. To fire missiles and shells, you must judge the distance to your target and hold down the button until the barrel of your gun is at the right angle for your shot to arc towards it like a mortar round. This allows you to shoot over hills and from behind objects, and means that there is no safe hiding place with three other skilled players lurking around.

Tank tribes will defend their territory with some of the most devious AI ever devised.

Wild Metal Country is still in the very earliest stage of development, hence all the shots on these pages are from the PC version, and DMA are still toying with some gameplay ideas that may or may not make it into the final version. Some of the tank tribes may be befriended, allegiances may be formed, and a variety of different control methods may be added, including a *GoldenEye*-style dual analogue option.

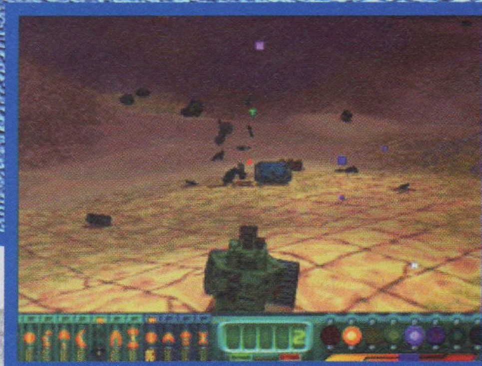
From what we've seen of it, the game looks very promising indeed, with plenty of tricks and stunts to be discovered and a challenging one-player game to go with the multiplayer mayhem. If all goes to plan, expect to see *Wild Metal Country* early next year.





△ Check out the turret-on-a-ball type thing. Weird.

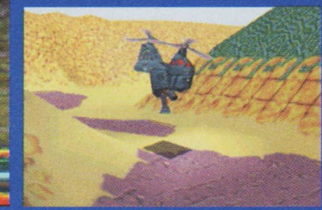
You can see far into the distance. ▷



△ Bits of broken tanks bounce around very convincingly.



This helicopter acts as a referee in the game. It'll replace your tank if you get lost or stuck. ▽

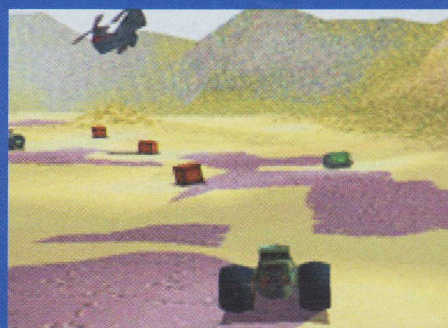






When you're lost, call in the ref for some assistance.







Good traction is needed to get up the steep icy slopes here.

This level looks a bit like Marble Madness, doesn't it?

You can pull great stunts off the various hills and ramps.

Buggies are fast and agile, but they don't have 360° firing capabilities.

Budgie the friendly tank Country

Wild Metal Country	
GREMLIN/DMA	
 1999	 1-4
US release: 1999	

The PC development version was running in software, not from a 3dFX card, so the N64 game will look very similar to this, only with smoother textures and a quartered split-screen.

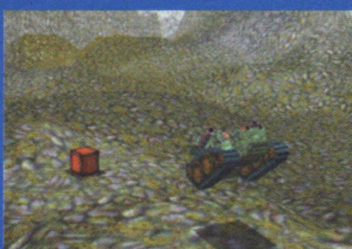




The sentry towers stand guard over each tribe's territory



Shooting at the referee will incur its terrible wrath. You can destroy it if you're quick, but you'll be on your own afterwards.



It's all about experimenting with the game's physics to try out new moves.





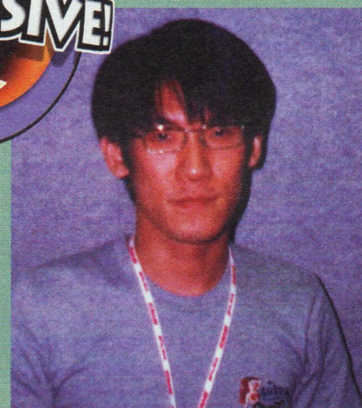



N64 MAGAZINE SPECIAL INTERROGATION

HYBRID HEAVEN				
KONAMI	96M	1	 Q1 '99	 Q1 '99

Yasuo Daikai





Director Hybrid Heaven

Meet the man behind the monsters...

H*ybrid Heaven* has to be one of the N64's most anticipated titles. Quite an achievement when you consider that no one, except Konami, has played it since it was first announced over a year ago. So, how has it possibly become so talked about?

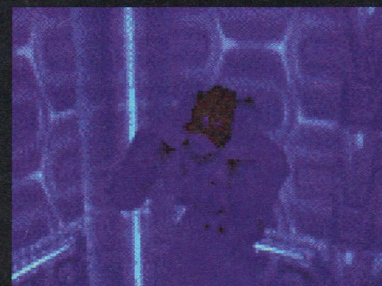
Video footage, is the answer. Three minutes of pulsating real-time cut scenes, set amongst the cavernous remnants of a spaceship and a dingy sewer-like New York subway; three minutes of beautifully animated third-person action, with brilliant lighting and visuals as good as anything yet seen on the N64; three minutes of aliens dropping down from ceilings and legging it after you as you run through darkened corridors. In short, three minutes of spectacular, moody, explosive 3D action, the like of which we have rarely seen on the N64.

Perhaps we're getting a bit carried away, here. Perhaps *Hybrid Heaven* won't play as well as it looks. Perhaps, yes. But, standing in front of Konami's huge video wall at E3 and watching in-game footage saunter onto the screen would have left you in little doubt. *Hybrid Heaven* – RPG, action game, 3D adventure – will light up the N64 early next year.

There's still surprisingly little known about the game though, with Konami keeping their cards fairly close to their chest. And so they should. *Hybrid Heaven*, along with the PlayStation's fabulous *Metal Gear Solid*, will dominate its chosen platform come winter. It's the game everyone wants to know about.

But, Konami want to keep things as quiet as possible. Which is why any contact with the development team is something of a privilege. And, at E3, there was only one N64 magazine allowed to interview the Director, Yasuo Daikai. Here's what he had to say…











N64: Tell us a little bit about how development started on *Hybrid Heaven*?
Well, in Japan, RPG's are particularly popular but the N64 hasn't yet experienced one. Of course there is Zelda now, but we don't see that as a problem. We started development on Hybrid Heaven because we wanted to make an RPG, with some new, original features.

N64: From the video, it appears to feature some *Mario* elements...
I can see why you would say this. There is a lot of freedom in the game, and the worlds are completely 3D and completely explorable. But, I think you will find Hybrid Heaven is quite different to play. It's obviously got a different story!

N64: So, how does the story fit into the game?
Well, players take on the role of John Slader who, along with his team, is sent in to rescue the American President after he is kidnapped by aliens. With the story, we never made it too rigid or specific, so that it could evolve as the game evolved. And it's done this. I believe the story was quite different six months ago.

N64: The combat system appears to be really unusual...
I hope so. How does it work? Well, when you battle someone, you are given a menu and a choice of moves from, say, three options, like 'High Kick', 'Medium Kick' and 'Low Kick'. It's the same for punching too. Your attacks will affect different enemies in different ways, particularly as some are weaker in different areas of their bodies than others. However, this changes as you obtain weaponry. I don't want to tell you everything about this system, though, as we're still working on it and obviously what I've described is only the basics.

N64: Do battles switch to a separate screen like *Final Fantasy*?
No. Battles take place in the same screen. It's not real-time, though. It'll be turn-based and menu-driven but it'll be as exciting as real-time battling because we're using some really interesting ideas. I hope this explains how it is different to Zelda!

N64: Indeed. So, interesting features, then? Like what?
Sorry. I can't tell you for the moment. We are still working on the combat, and have been doing so for almost a year now. We want to get it exactly right.

N64: The game's also supposed to be 'organic'. What does that mean?
Well, the characters grow and develop as the game dictates. Say you repeatedly get hit by an enemy in your right forearm. Well, you'll then gain strength in the right forearm because your body develops that way and builds up a defence, and, eventually, you'll become more adept at punching with your right forearm. The organic part of Hybrid Heaven is the idea that the way you play and battle in the game changes the way your characters perform.

"We are still working on the combat and have been for almost a year. We want to get it exactly right."

N64: Is there more than the one playable character?
We haven't yet decided on this aspect of the game. John Slader, the character you play, will change physically in the game – so there'll be two playable characters anyway! But, in the video you see on show, there are two completely different characters in action, only one of which is John Slader. This is just another member of his group. But, that might change.

N64: And what about bosses? There's an incredible one in the video...
They will be big, but the one you see on the video isn't actually even a boss character. That's just an enemy in the game, who you have to fight. It's one of the hybrids. There are two types of enemy in Hybrid Heaven: cybernetic and organic. Cybernetic are created entirely from electronics while organic are actually living creatures. But, as you progress through the game, the two mix to make more powerful enemies. A hybrid of cybernetic and organic creatures will have the strengths of both species. But, also the weaknesses too.

N64: It seems a very cinematic game. Was this intentional?
Yes. Certainly. I wanted the game to feel like a Hollywood science-fiction movie. That's why we've also included real-time cut scenes so that the game always has the feel of a film.

N64: How have you found N64 development?
It's hard, particularly because it's the first game we've ever worked on. But, I think the N64 is a really difficult machine to develop for in general. For example, when we created the polygons for the characters in Hybrid Heaven and put the textures on, we found that everything appeared fuzzy. We didn't want this. So, we spent three months just sharpening all the textures out so that everything looked cleaner. N64 games can look better than the same games on every other format, but you've got to spend time overcoming the initial problems.

N64: That's why so many N64 games look fuzzy then, is it?
Perhaps. N64 graphics don't have to be fuzzy, though. Look at Nintendo's games. Look at Mario 64. It's hard work trying to make the visuals sharper and maybe some developers haven't got the time or patience to do this. Fortunately, we have.

N64: Have you been surprised by the reaction to *Hybrid Heaven*?
To be honest, I wasn't really aware there was a reaction at all. That's probably the fault of our Research and Development Department, though! In Japan the game has been talked about in magazines but, because it's only been on video, it's difficult for people to judge.

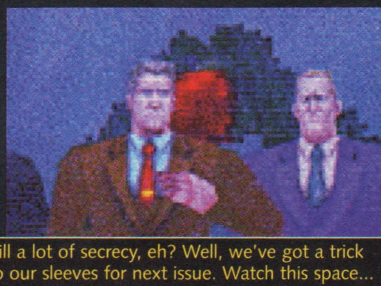
N64: But, in the UK, it's one of the N64's most anticipated games...
Really? Well, when we started the game, we were only thinking of the Japanese, because, at the beginning, it was a just an RPG, the sort of game that the Japanese are probably most interested in. But, as development went on, and we picked up more ideas, we realised that Hybrid Heaven would actually be suited more to a Western audience. So, with our new ideas, we're actually considering how all audiences would feel.

N64: What N64 games have impressed you at the show?
Zelda, really. I think there are a lot of games with good bits in them, but there are very few games that are good throughout. Perhaps developers concentrate too much on one aspect, rather than the game as a whole.









COMING SOON... Still a lot of secrecy, eh? Well, we've got a trick up our sleeves for next issue. Watch this space...

N64 MAGAZINE

SPECIAL INVESTIGATION

It took us days and days to round up every scrap of information on Miyamoto's masterpiece in the making. But here it is, the complete guide to Zelda on the N64*.

THE LEGEN

t h e o c a r i

*so far



It's Nintendo's biggest, most ambitious, and most important game to date. It's been in production ever since the birth of the N64, and it could make or break the machine in Japan. But it seems to be Nintendo of America who are applying the pressure on Shigeru Miyamoto and the *Zelda* team to finally finish the game. Consequently, the first confirmed release date is for the American market, on November 23rd. Which is great news for British gamers, as it means that a full English translation of the game will be in place ready for the PAL conversion.

Here's what we know about *Zelda's* fifth incarnation, complete with the literary masterpiece of a storyline, the innovative control system, and scores of beautiful new shots. Feast your eyes...

GO! GO!

The Legend of Zelda	
NINTENDO	
Nov 23rd	1
UK release TBA	





ゼルダの伝説

D OF ZELDA

na of time

by Wil Overton and Martin Kitts

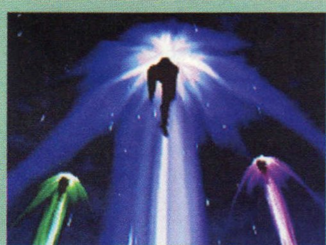
What's in a story?

There's been plenty of deliberating (not least on the part of **N64** Magazine) as to what the actual storyline is in *Zelda*. But now, at last, we can tell you all the details that form the basis of the game – here's what Nintendo have revealed…

Long ago, before Gannon stole the Triforce and kidnapped Zelda, a fearless warrior in the world of Hyrule (1) named Link embarked on his coming-of-age ceremony in the Maze Woods. (2) It was the custom of his tribe, the Kokiri family, that a young man would receive a guardian spirit or fairy (3) who would stay beside him and guide him throughout his life.

But as Link walked through the woods, he discovered that a monster had captured one such fairy. Gallantly, Link came to the rescue and defeated the monster, but the fairy was mortally wounded. With her dying breath, she warned Link not to allow Gannondorf, King of the Thieves, to possess the Triforce, and to seek out a wise man and his spiritual stones. (4)

At the same time, Gannondorf (5) stumbled into the Maze Woods and neared the secret place where the Triforce was kept. Link went to Hyrule Castle for help. Princess Zelda knew of the Triforce's hiding place, but to save it they would have to find the three magical stones…



△ *Part of a sequence explaining the origins of the Triforce.*

▽ *Little Link gets shouted at by Zelda. He's not in a good mood.*





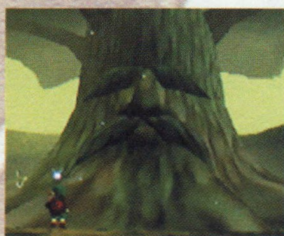
1 Hyrule

Miyamoto has let slip that the 64 version of Hyrule is split, roughly, into six different territories, each with its own inhabitants (or races). There are around eight or nine distinct outdoor levels and the same number of dungeons to explore. We're also assured that all of the dungeons are huge, as is befitting the carts humungous 256Mbit size (and we checked to see if Shigs had his fingers crossed as he said it, too).



2 Maze Woods

At the centre of the Maze Woods (Are these the Lost Woods from *Zelda IV: A Link To The Past*? – remember all those false swords and the annoying robber?) lies the massive Tree of Deku. What lies inside its massive trunk is a mystery, though. Is this the central hub for accessing the dungeons?



△ *Link stands in the shadow of the enormous tree. The music changes accordingly, for a spooky atmosphere.*

3 Navi

Link's fairy familiar is Navi. She accompanies him throughout the game acting as a warning, by turning red, whenever danger is near.



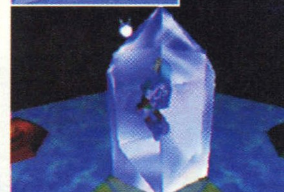
△ *Yes! Shiggsy just loves his slippy, slidey ice worlds.*



4 Spiritual Stones

The Spiritual Stones are gems that three of Hyrule's races consider to be holy items, so they're unlikely to want to give them up to Link without a fight! All three of the stones, along with the Ocarina, are needed by Link to get to the secret Triforce hiding place.





△ *The gems slot into place on a giant board, opening up new areas to explore.*

5 Gannondorf

At this stage in the story it would seem that Gannondorf has yet to take on his familiar porcine persona. Whether he becomes his usual porky self by the end of the game is still Shigsy's secret, but we reckon he looks a lot more menacing in his new grinning green guise anyway.



△ *You'll be amazed at the quality of the cinema sequences in Zelda. This one shows Gannondorf riding his horse in a way that a pig never could.*

ONE-PLAYER LINK UP



A Button



The A button allows Link to Unsheath and use his sword. During the game Link can upgrade from his Regular sword to a Master Sword and even a Giant's Dagger (although we suspect it's Little Link who gets that particular weapon). Holding A down for a while and then releasing it charges up and activates Link's patented 'spin attack', with devastating results.

Once the Ocarina is found the 'A' button also becomes one of its air holes (but more of that later).





The familiar spin attack. Once charged up, it'll take care of smaller enemies with one swipe.

B Button

As well as being another Ocarina air hole, the general 'action' button 'B' is context sensitive. Depending on your situation its use will change (you'll be able to tell just which it is at any particular moment using the on-screen display button). The 'dynamic' B button will let Link open chests and search for items, feed his horse carrots to keep him galloping, send Navi to check out potential danger and talk to people when you're in a town or village. Miyamoto's dislike of games where you have to sit through the same dialogue again and again whenever you chat to someone has resulted in about 800 different messages being included in the game. That means around 40 minutes of chat and hopefully a lot less of the tiresome repeating disease that usually plagues RPG inhabitants. Alas, even though the special E3 show version of *Zelda* had a real, talking, Navi the Fairy, Miyamoto was heard to comment that he didn't particularly like her voice and that it would be taken out for the final version. So expect to see speech bubbles and *Lylat*-style warbling for conversations.

When your sword is out, 'B' will also place it back in its scabbard.





Z Trigger

The 'attention' button. This is probably the most revolutionary aspect of *Zelda's* new control system. By pressing 'Z' you can 'lock on' to an enemy, keeping it in view until the battle is ended (or you release the trigger). This appears to be a greatly enhanced update of the R button function in *Mario 64*, and means you don't have to wait for a troublesome game camera to spin around, trying to keep everything in shot all the time



See the red cursor? Link gets a lock-on.





C Buttons

The lower three C buttons can each be assigned to a different weapon or item from Link's inventory. Pressing Top-C gives you a first person perspective, allowing Link to scan the landscape for clues. This perspective also comes into play whenever a projectile weapon is used, such as Big Link's bow and arrows, or Little Link's catapult. The hookshot, which allows Link to swing across chasms and over rooftops also uses a first person view.



The camera works rather like Mario 64, so you will often get a head-on view.

R Shoulder button

Holding down R will bring Link's shield into play.





Link's new and improved shield is something of a step up from the old Game Boy version.



The Ocarina

Another first for Nintendo. A game where you have to learn to play a musical instrument! Once you've found it you'll also have to find the harp man who teaches you notes to play on your Ocarina. Each of the yellow 'C' buttons along with the 'A' and 'B' buttons play a note so, in theory, Link might have to play some fairly complicated tunes to get the Ocarina's powerful magic to work.





The mysterious harp player, who teaches Link to play the Ocarina.

GO! GO!

INTO THE ABYSS!
After swimming through a waterlogged maze, Link encounters this astonishing water boss. It looks just like the alien from The Abyss, but it's definitely not friendly. Obviously a sword is no use against a creature made of water, so how will Link defeat it?...









THE LINK SUPPORT CREW

Zelda

It's the famous princess. Forever requiring Link's assistance, yet tantalisingly out of the poor lad's reach. No doubt she enjoys getting together with Princess Daisy over coffee and biscuits for a good old laugh about men.





Unhand her, you foul fiend! That's Link's girl!

Navi casts a yellow light over Zelda.



Navi

Link's guardian fairy, always on hand to help him out of a sticky situation. Navi is full of helpful advice and game hints, and will change colour to warn Link of danger or to show when he is on the right path. The Tinkerbell to Link's Peter Pan.



Navi's blue light is her neutral colour, so there's probably nothing to fear in this situation.

Gannondorf

Comprehensively updated from his former incarnation as a giant pig, Gannondorf is now a sinister armoured horseman, clad in black leather and wielding a huge sword. No doubt he and Link will come to blows before the adventure's done.



Gannondorf leaps into the paintings in this room and rides up the path before emerging from another picture.

A bit more scary than a giant pig?





The Horse

Link can travel greater distances on horseback than he could possibly manage on foot. While riding, he has full control of his steed, and may also use his bow to shoot arrows at anyone who gets in his way. The horse can be renamed according to your own personal taste – N64's suggested horsey names include Shergar, Dobbin, and Whiskas.





Harpist

This mysterious blue character is effectively Link's music teacher. He will play a tune on his glowing harp, and if Link repeats it on his Ocarina new areas will open up within the game. He also has a disconcerting habit of vanishing in a puff of green magic.





Now pay attention. It goes E flat, A major, G... Link learns a bit of Status Quo.

Miyamoto's E3 Q and A

On hand at last month's E3 show to answer *Zelda*-related questions were master Nintendo designer Shigeru Miyamoto and *Yoshi's Story* producer (now helping to finish off *Zelda*) Takashi Tezuka. Here're some of the most interesting things they had to say, and what we thought of their answers:

Q: How much of the game is your design?

A: *I'm the producer of this game so, although I can't say that it's 100% mine, the core game and main system are designed by me. The scenario and game modes are only about 50% my idea. There are a lot of excellent artists working on this project and at least 50% of the game is created by them, though I take full responsibility for the final game content.*

N64 thinks: NOA's (Nintendo of America) desire to release *Zelda* to a hungry American market on the important US thanksgiving holiday weekend (traditionally the biggest pre-xmas selling period) has given an extra impetus to *Zelda*'s schedule, even though a Japanese release is still expected before the Western version. Not only is *Yoshi's Story* producer Takashi Tezuka now working on the game, but many other programmers and artists at Nintendo's Kyoto headquarters are also helping to finish things off.



Q: How long will the game take to get through?

A: *Frankly, we have the individual parts but we've yet to combine them so we can't say how long it will take to complete. If you follow the story you should have about the same playing time as A Link To The Past on the SNES, but because you can go anywhere in this game there's a huge volume of gameplay – it should take about 40 hours to finish, but a good tester could finish it in 5-6 hours if they knew where everything was.*



N64 thinks: So about the same as *Mario 64* then.

Q: Is there anything that you would want to add to the game but won't be able to, due to technical limitations?

A: *I always have some problems with games when they are complete but with Zelda I am, unusually, almost satisfied with the game so far. But what is lacking is the feeling that makes the game a 'Zelda' game. I'm still thinking about what makes this a genuine Zelda game.*

△ Amazing special effects are the order of the day in Zelda.

▽ Another cinema sequence featuring the Harpist. Time for a new tune.



N64 thinks: Looks like there must be a teensy bit of playtesting still to be done.

Q: How long have you been working on *Zelda: The Ocarina of Time*?

A: *Three years have passed since we began work on the game. In the beginning I only spent about 20% of my time on Zelda but in the last few months I've spent about 50% of my time. Now I spend 100% of my time!*

N64 thinks: We've heard of some interesting advances in cloning that Shigs might want to investigate.

Q: What percentage of the game do you need to complete to finish *Zelda* and how much is made up of secrets?



A: *I cannot say exactly because I haven't finished the game yet, but I think it will be about 70% for the objectives and 30% for the secrets.*

N64 thinks: Again, about the same as *Mario 64*.

I hope that this will be my greatest achievement but whenever I have a new platform I can usually think of new tricks.

Q: Although *Mario* and *Zelda* are very close in their design specifications, in *Zelda* there's an auto-jump. Obviously, for *Mario*, jumping and platform movement is very important, but did you consciously remove the ability to control the jumping from platform to platform in *Zelda*, to make it more of an adventure?

A: *In this type of game we are always trying to make a 3D miniature realm. We are always trying to make it closer to reality but sometimes it's not very good to come too close to reality. In Zelda we have so many realistic 3D environments that it has become really difficult to play in this virtual world, so the more realistic the game gets the more help we have to offer the players. That's why we have decided to make such a basic action as jumping automatic.*

N64 thinks: Removing any opportunity for *Turok*-style precision jumping tedium has to be a major plus point in our book. Zelda is all about adventure and discovery, not platforms.

Q: Do you think this is your greatest achievement so far and will there be another *Zelda* for the N64?

A: *I hope that this will be my greatest achievement but whenever I have a new platform I can usually think of new tricks. I don't know about the future but I hope someone will take my place someday and make games for me to enjoy!*

N64 thinks: No Shigsy! Don't you *dare* contemplate retirement.

No word of a lie

The magical date, as we reported last issue, is November 23rd for those of you able to play American carts (as it's Thanksgiving weekend in the States – a traditionally big selling holiday). We're still semi-hopeful for a UK release before Christmas but, failing that, expect your local converter cart emporium to do swift business towards the end of the year.



THE LATEST U.K. N64 GAMES REVIEWED, RATED... AND COMPLETED!

N64 MAGAZINE ARENA



The greatest game of 1998. Think we're joking, eh? We're not. Turn the page to find out why...

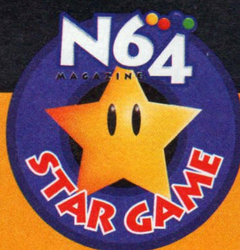
GO TO PAGE 54





BANJO-KAZOOIE

N64 MAGAZINE ARENA



Guide to scoring

Because N64 cartridges are so expensive, we won't award our Star Game medal until we've played the game right through to the end. As well as making sure you'll be getting your money's worth, this means we're able to pack our reviews with hard-won tips.



85% and above



*Only after playing a game right through to the end will **N64** Magazine consider awarding it a Star Game badge. So you can be sure that only the N64 games that're really, genuinely worth buying get the highest scores.*



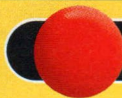
84% - 70%

The best Nintendo 64 games really are superb, so many games that'd seem top-notch on other machines are eclipsed on the N64. But if we award a game 70%-plus you can be sure it's jolly good fun, and well worth thinking about adding to your collection.



69% - 50%

We hate giving games marks like this. Are they worth buying? Or not? But every so often there comes along a game that's perfectly playable and everything, but just isn't special in any way, and simply doesn't make good use of the N64.



49% - 20%

Here you'll find games that're lazily programmed or hurriedly cobbled together, or simply weren't a good idea in the first place.



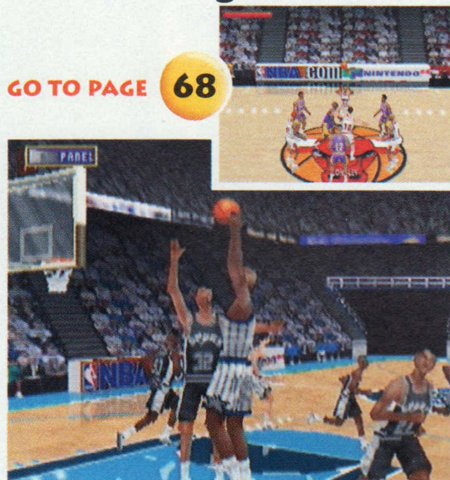
19% - 0%

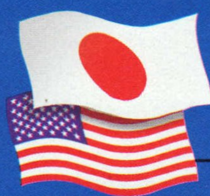
The disaster zone. There've been a couple and we've not shied away from telling you the whole truth about them.

KOBE BRYANT IN NBA COURTSIDE

Basketball? Boring? Well, no, actually. *NBA Courtside* is the best basketball game ever!

GO TO PAGE 68





IMPORT ARENA

The games they're playing in America and Japan.

HOW IT WORKS

Team 64 are gaming experts – they've been knocking around the nether regions of electronic entertainment for donkey's years. They've been hand-picked according to their ability to: a) play games and finish the great ones, b) make definitive judgements and, c) write down their assessments in a clear and entertaining way.

What those categories mean

9 VISUALS

The N64 can produce gob-smacking graphics that are light years ahead of other consoles. Does the game in question reflect this?

9 SOUNDS

Are the tunes any good? Or are they best turned off? How about the sound effects? Atmospheric and useful? Or a bit embarrassing?

9 MASTERY

With the Nintendo 64 being so 'special', how well does the game make use of the incredible hardware at its disposal? Or would it work just as well on any other console?

9 LIFESPAN

At £60-plus a go, you'll want to get weeks of entertainment out of every N64 game you buy. That's why we finish the best ones to make sure they don't peter out prematurely.

VERDICT

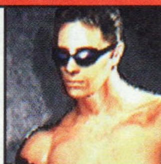
The big score at the end is basically, in as scientific a fashion as possible, how much fun the game's going to give you. Look to the left to see how this works.

Team 64

MK4. It made us laugh this month. A lot. Oh, and it was a good game too. So, if we could be a member of the MK4 team, who would it be and why?



James 'L Plates' Ashton
"Oh, Sub Zero, definitely. He's cold-hearted, rules with an iron rod and has got hair like a carpet under that head-thing. Oh, and he's as miserable as sin."
Game of the month: Banjo-Kazooie



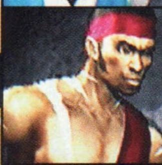
Paul Jarrold
"Johnny Cage. We're both underdogs, always having to prove ourselves." Any other reason, perchance? "Sigh. Well, I hear he's a bit rubbish at Mario Kart."
Game of the month: Virtual Chess 64



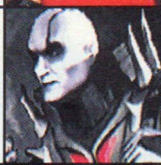
Wil Overton
"Never mind that, what about this gag?" Yes? "Right. What's strong, can use a sword, kills wizards and says, 'Shhhhh'?" Mmm? "Conan the Librarian!" (Silence.)
Game of the month: Quest 64



Andrea Ball
"Sonya. She represents everything that's positive about women." What, a rubbish peak cap and a needlessly big cleavage? "Um... Right, where's my hitting stick?"
Game of the month: All Star Baseball



Tim Weaver
"Kai. We're both cool, people dig us. We hang out in-" (shuffle) "- um, da hood and we-" (whisper) "- yeah, that's right, cheers James, we're both rubbish! Oh..."
Game of the month: Jikkyou Soccer



Jes Bickham
"Hallo! Vunce again eet is me Jes vrom Aqua! This month I am disguised as Quan Chi vrom Mortal Kombat. But, no matter! Don't you agree I am ugly, no?"
Game of the month: Major League



Martin Kitts
"Liu Kang." Why's that, Marty? "Don't call me Marty." Oh, right. Ahem. Why Liu Kang, then? "Just because." But, that's no reason. "I'll kill you and your family."
Game of the month: NBA Courtside



James Price
"Jax. He's got metal arms but he still rises above that against all odds. That's the thing about society, it's cruel but..." Not interested, James. Sorry, mate.
Game of the month: Bio Freaks

PREVIOUSLY IN N64 We first saw *Banjo* back at E3 in 1997. Check out issue 5 for our first impressions.

ALLOW ME TO INTRODUCE MYSELF
Mario had the stretchy face, *B-K* has a song. As a dragonfly collides with the Rareware logo, the scene shifts to a woodland glade and the dragonfly falls into a pond in the background. Banjo appears from the right and taps on the screen. Striking up on his banjo, the game's theme song starts and Kazooie chimes in with her kazoo. Banjo's sister Tooty joins in on her flute before Mumbo the Shamen arrives and proves his multi-instrumentalist talent by playing – much to Banjo's annoyance – the saxophone, xylophone and violin in quick succession. In the background, two bulls chase each other around and frogs hop back and forth. The whole thing lasts for about a minute and, in itself, is more entertaining than some entire games. Round one to *Banjo*.









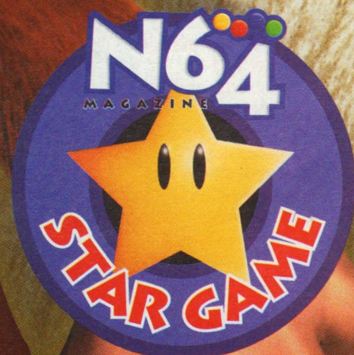


Captain Beaky and the Bear-faced truth. The biggest game of the summer has arrived.

BANJO-

Super Mario 64 has caused N64 developers a big problem. When something as perfectly formed as *Mario* arrived as the N64's launch game – a title hailed by many as the very peak of game design – it made the task of designing any other 3D adventure almost impossible. PlayStation gamers are still waiting for their machine's definitive platform game, and the lack of one, all-conquering title has meant that loads of companies have felt able to have a crack at making their contender. On the N64, with the long shadow of *Mario* cast on anyone even thinking about 3D adventures, there has so far been very little to see.

Bomberman and *Chameleon Twist* were, well, never a serious attempt to play *Mario* at his own game. *Mystical Ninja* avoided the head-on confrontation by veering off towards the RPG line of things. It would take a company of immense experience, confidence, expertise and, just maybe, a smidgen of arrogance to



KAZOOIE

try and out-Mario *Mario*. That company would have to be Rare. And only Rare would expect to succeed.

And, as we said in our last issue, *Banjo-Kazooie* is a genuine challenger for *Mario*'s crown. Quite simply, it's brilliant. Great central characters with loads of different moves, fantastic locations, big monsters and superb graphics. Better than *Mario*, though? Well, we'll have to see about that...



Banjo-Kazooie			
NINTENDO/RARE			
Out now	128M		1
	Controller Pak	Cartridge back-up	Rumble Pak
£50			

The Lair

Like any good witch, Gruntilda has a lair, and apart from housing a fair smattering of her baddies it also acts as the entrance to the game's nine worlds. Far from being a traditional selection 'hub', though, the Lair is actually the largest 'stage' in *B-K* – it's enormous. There are underwater sections, sections that look like the interiors of some of the Worlds and sections that can only be accessed when Banjo and Kazooie are in the form of one of the Mumbo creatures. And of course, it looks absolutely fantastic

Not all of the Lair can be explored immediately. Scattered throughout it are Note Doors, which require Banjo and Kazooie to have collected a certain number of musical notes before they can pass through them.

Also in the lairs are the jigsaw puzzles that act as keys to the nine adventure worlds. Standing on a golden jigsaw platform, Banjo and Kazooie look up at a partially complete jigsaw puzzle on the wall in front of them. If they have enough pieces of golden jigsaw to complete the picture, the door to that world will open up elsewhere in the Lair. If they can find it (and they can open any Note Doors in their way), Banjo and Kazooie can then enter that world.

The final purpose of the Lair is to conceal ten pieces of Golden Jigsaw itself. The first of these is easy for B&K to pick up and allows them into the first world: Mumbo's Mountain. However, the other nine pieces are not so easy to find and are usually only released after B&K have activated a Witch Switch somewhere in each of the nine worlds.

CAMERA

No 3D camera will ever be perfectly automatic. Unless your game world is so dull that there's nothing to obscure the view, the gamer will always need to make his/her own adjustments from time to time.

For the most part, the camera in *Banjo* is excellent. The automatic movement is pretty good, but you soon learn to take control of it yourself. The Left and Right-C buttons swing it, the R button brings it behind Banjo and Top-C switches to a Banjo headcam for those closer inspections.

However, in some confined spaces, the camera changes to a fixed viewpoint which can be extremely irritating. There have been some instances – always involving water – where shoddy camera action has killed us. They're infrequent, and avoidable if you work around them, but where we'd give *Mario* 9 out of 10 for camera work, we reckon *Banjo* only deserves an 8.

PLENTY TO WITCH ON ABOUT

As you make your way around the Lair, Gruntilda will pop up with some words of unhelpful advice. For reasons best known to her psychologist, old Grunty is incapable of saying anything unless it's in the form of rhyming couplets. "I like your stupid bright shorts, they make an easy target for my dumb cohorts."

In a darkened room at Rare a well-thumbed rhyming dictionary is slowly coming apart at its spine.



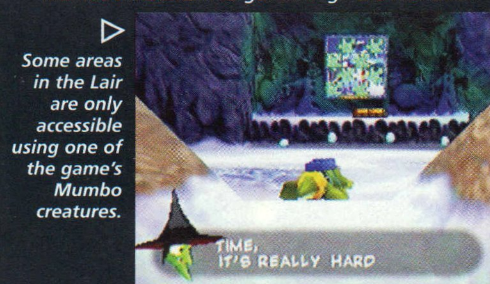




△ You'll need to have collected at least 50 notes in Mumbo's Mountain to get through the first door.

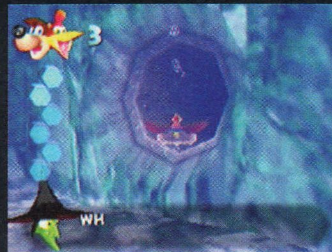


△ The very first jigsaw. Just the one piece to complete it.



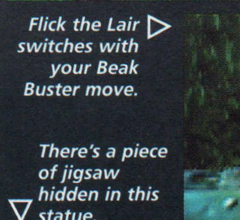
▷ Some areas in the Lair are only accessible using one of the game's Mumbo creatures.

▽ Quite a bit of the Lair requires underwater swimming.





◁ The entrance to Bubble Gloop Swamp. Mind the water: it bites.



Flick the Lair switches with your Beak Buster move. ▷



There's a piece of jigsaw hidden in this statue. ▽





△ The very first bit of Lair jigsaw can be found up here.

MUMBO'S MOUNTAIN

Notes needed for door 0 **Puzzle pieces needed for entrance picture** 1



What's clear with *B-K* is that some levels are older than others. We reckon Mumbo's Mountain was the very first level designed by Rare to test out a few ideas. As a result, it is a fraction of the size of some of the later levels and is really no more than a training world to prepare you for some of the delights to come.

Set in a sort of grassy mountain valley, there's a small pond to practice your swimming in, and some steep slopes for Kazooie to use her Talon Trot on. Mumbo the Shamen makes an appearance to get you used to the idea of using the Mumbo creatures, and getting a high note score to open the 50 note door is simplicity itself.

Get the moves

There are three moves to learn in Mumbo's mountain – you won't be able to activate them until you've found Bottles' (the Mole) molehill and pressed B.

The first move to learn is Kazooie's Talon Trot, where Kazooie carries Banjo. To get it working, you need to hold Z and press Left-C and Kazooie can then climb up steep slopes that Banjo would otherwise slip off.

The second move allows Kazooie to fire the blue eggs. Holding Z and pressing Top-C fires eggs forwards (as a weapon) and holding Z and pressing Bottom-C fires them to the rear (activating certain elements in the game).

The final move is the Beak Buster. A basic jump and stomp found in many a platform game, pressing B and then Z stomps Banjo and Kazooie down hard on whatever they were standing over. This move is used to activate switches and break things open.



The only way to tell if Banjo can manage a slope is to try it.



Before you fire an egg in the last section of the statue, climb on and jump for the honeycomb.









Three moves to find on Mumbo's Mountain – don't leave without them they're vital.

Collect the six underwater notes as the little spider – it's a lot easier.

Oranges are the only fruit

Chimpy the – gnnnarrh! – Chimp wants an orange. He tells you so. Looking around the level, you can't find any. Conga the Gorilla keeps throwing them at you, but when they land they turn to pulp. Hmm.

Run to Conga's tree avoiding his oranges. Jump as you get to his tree and you'll cling on. Push forward on the analogue to climb up and when you're at the top you'll find you have an orange. Jump off the tree and present it to Chimpy.

Once he has his orange, Chimpy will raise a platform. Using the Flap Flip Banjo can climb up here to meet Bottles and to shoot at Conga.





Sneak up to the tree and jump on. climb to the top to get the orange.

Climber spider

Activating the Witch Switch in Mumbo's Mountain releases a piece of jigsaw on top of the mound at the entrance to the World. If you try to collect it with B&K, you'll soon find that even Kazooie's Talon Trot can't get you up the steep slope.

The solution is to visit Mumbo the Shamen and leave the World as the little spider he turns you into. The force and grip of eight legs will easily power you up the hill to collect your jigsaw piece.



SPIDER, MAN!

Visit Mumbo and exchange five Mumbo tokens for the privilege of being turned into a little spider. With a back pack and blue shorts, of course.

The advantage of your spider incarnation is that you can walk up very steep surfaces. It's only in this form that you can climb the tower near the top of the level.



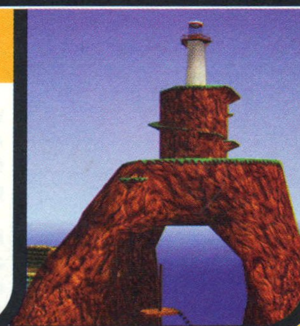
GO! GO!

TREASURE TROVE COVE

Notes needed for door 50 **Puzzle pieces needed for entrance picture** 3

Remember Koopa Trooper Beach in *Mario Kart*? Well hold that thought – complete with the Caribbean music – but add a pirate hippo, giant crabs, clams and treasure chests, oh and the ability to fly around. Treasure Trove Cove is another one of the levels first shown back at 1997's E3, and Rare were stretching their wings a bit in more ways than one.

Set on a desert island, TTC introduces you to the idea of flying with B&K along with the Shock Spring Jump. In truth, none of the ten pieces of Jigsaw on this World are too hard to find or collect, although falling in the sea at any point will attract the attentions of the local shark, who'll keep snapping at you until you manage to get back on dry land.

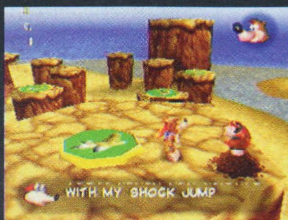


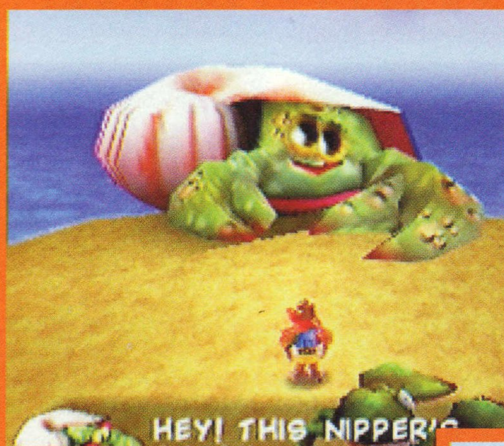
Get the moves

There are two to learn on Treasure Trove Cove. Pressing A while B&K are standing on a red flight pad sends the pair flying into the air. With Kazooie's wings spread, the pair can fly around but will always be gently descending. To gain height, press A again to flap Kazooie's wings, although the effort involved will cost her one red feather pick-up.

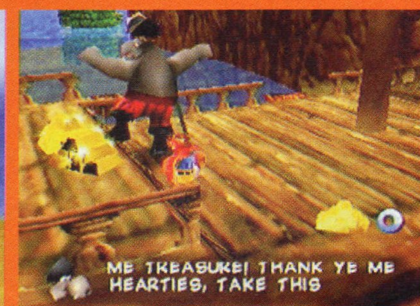
The second move involves the green Shock Spring pads. Standing on them and pressing A charges Kazooie's legs up for an extra high jump. The longer you press A, the further the pair will go.







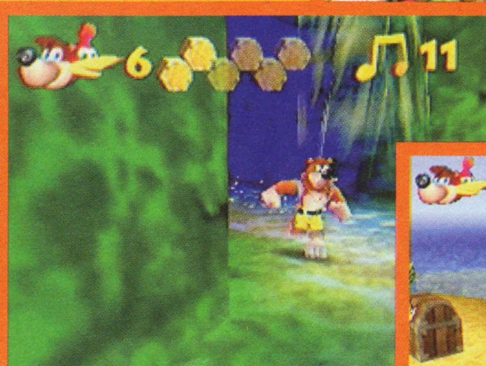
△ The Rat-a-tat Rap is the move for Nipper. Three hits to beat him.



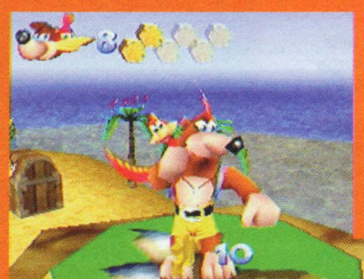
△ Find Captain Blubber's treasure for a jigsaw.

▽ If you listen, you can often hear hidden Jinjo's.

FALLING!
There are plenty of high places to fall off in *B-K*, and chances are the odd accidental tumble will come your way on more than one occasion. B&K will lose life hexagons depending on how far they fall but there is a way to minimise this. Pressing and holding A mid-tumble will actually bring out Kazooie's wings, allowing her to break the fall and land more safely. This glide will only last for a couple of seconds, though, so putting it on at the latest possible moment is the idea. However, if the pair fall too far (off the top of the tree in Click Clock Wood for example), and you leave your evasive action too long, Banjo will spin, cry out and it'll be all too late. Big life loss is the only outcome here.



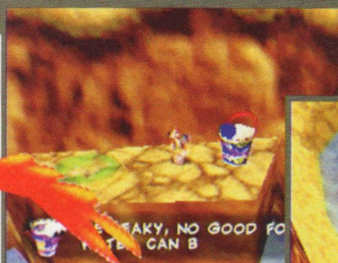
△ Inside Nipper's shell a mixture of surprises await you.





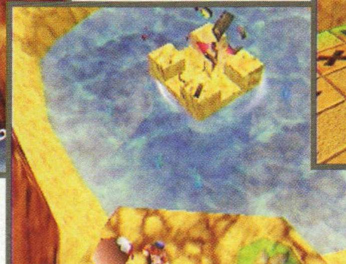
◁ Hooray! The tenth piece of Jigsaw's yours. If you've got 100 notes, that's it for this World.

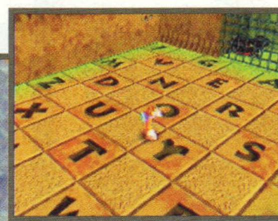
Hole in your bucket



△ Pump a couple of eggs into Mr Leaky to plug his hole and he'll drain the nearby rockpool...

▽ ...Allowing you to use the switch room.

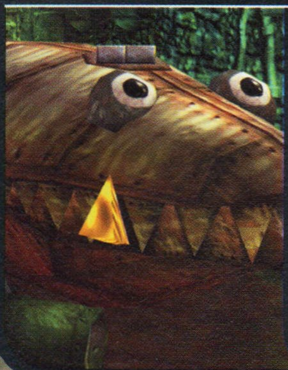




Mr Leaky's got a hole. Not a good thing if you're a bucket. Firing two eggs into him (from behind Banjo) will patch him up, and in gratitude, he'll drain the water in the nearby rock pool for you.

Apart from destroying the mine in the pool, this drainage also allows Banjo the chance to enter the submerged building in the centre of the pool. Using B&K's Beak Buster on the room's letter tiles activates them. If you can spell out BANJOKAZOOIE before the timer in the bottom left-hand corner of the screen runs out, you'll get a fight with that caged black crab and, ultimately, a piece of jigsaw.

CLANKER'S CAVERN



Notes needed for door 50

Puzzle pieces needed for entrance picture 5

We first saw this level back at Space World '97 and it's the first of Banjo's truly amazing worlds. Clanker is a large mechanical fish, chained to the bottom of an enormous pool of water, in turn, in an enormous iron tank. The sheer size of Clanker's Cavern is breathtaking, especially considering just how much of it you can see at one time. The rusty, slimy textures make the whole thing seem fantastically real – which is no mean achievement considering how unreal it really is.

A lot of this level involves underwater swimming, and releasing Clanker from his position underwater is one of the hardest tasks at the beginning of the game. Crawling inside the giant fish and surviving its mechanical innards is one test. Working out what you *actually have to do* to get the majority of the jigsaw pieces is the other.

Get the moves

Only the one to learn here. To make Banjo and Kazooie invincible hold down Z and press Right-C. This move will only work if B&K have picked up any gold feathers (up to a maximum of ten), with each giving about two seconds of protection. Invincibility is a great way to deal with some of the trickier enemies and the difficult sections inside Clanker himself.







That one gold tooth look suspicious to you? Hmmm.

Take a ride up from Clanker's air hole and then take this tricky walk over to a jigsaw bit.

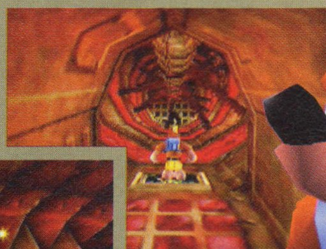


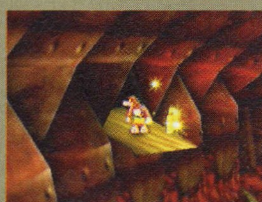
The ring game inside Clanker's stomach. takes a bit of practice, this.

Your first meeting with Clanker. He doesn't bite, he just wants to get to the surface.



Don't forget to find the Witch Switch hidden in each World.





Raise the Titanic

Getting Clanker to the surface is your main priority as soon as you start Clanker's Cavern, and it's not easy. From one of the ledges either side of the great fish, jump and Beak Bust into the water – this gives you lots of depth quickly. Swim down towards the chain holding Clanker under water and follow it down. You should now be in a small underwater chamber with a large key sticking out of the cable anchorage and a big fish swimming about.

There isn't time to get down here, turn the key to release Clanker and get out alive, so the trick is to latch on to the air bubbles released by the fish to replenish your supply. Turning the key is a matter of lining Banjo's nose up at right angles to it and then paddling forwards. To get back to the surface safely, you need at least three air hexagons on your gauge.



It's a long way down to the key.



It takes three pushes to turn it. You'll need extra air from the fish or have to make three separate trips to the surface.

SISTER OF MERCY

Brentilda is Gruntilda's good sister. From time to time, up in the Lair, you'll see her hanging around not doing very much. If you go up to her, though, and press B, she'll give you a piece of information about the old Gruntster – she's got three things to say for every different place you see her. The trivia she comes out with may not seem very useful (and while you're playing the game it's not) but make sure you seek out her every appearance and note down everything she says. It'll all come in extremely handy later on, we assure you.







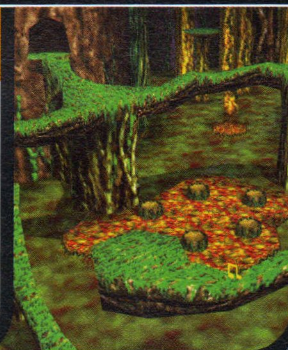
GO! GO!

BUBBLEGLOOP SWAMP

Notes needed for door 150 | **Puzzle pieces needed for entrance picture 7**

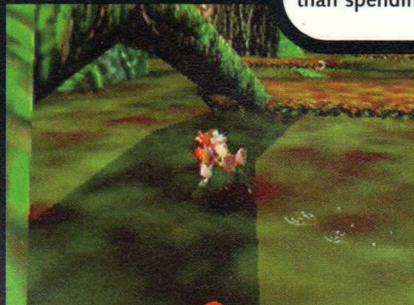
Initially less impressive than Clanker's Cavern, Bubblegloop Swamp is nevertheless full of great little Banjo sequences. One of the first ideas it introduces is the old 'inaccessible areas' trick. Being a swamp, a lot of the level is covered in shallow water infested with piranha fish. If Banjo or Kazooie set foot here, they get chomped for an energy hexagon. There are ways to avoid this, but the level leaves it up to you to discover them.

Bubblegloop is one of the first levels where a significant loss of life will be incurred if you try for every note. Our advice as far as notes are concerned is to try for the hardest ones first, and if you survive make a dash for the easier ones. There's nothing more frustrating than spending 45 minutes or so busy collecting, only to die yards from that tricky 100th note.



Get the moves

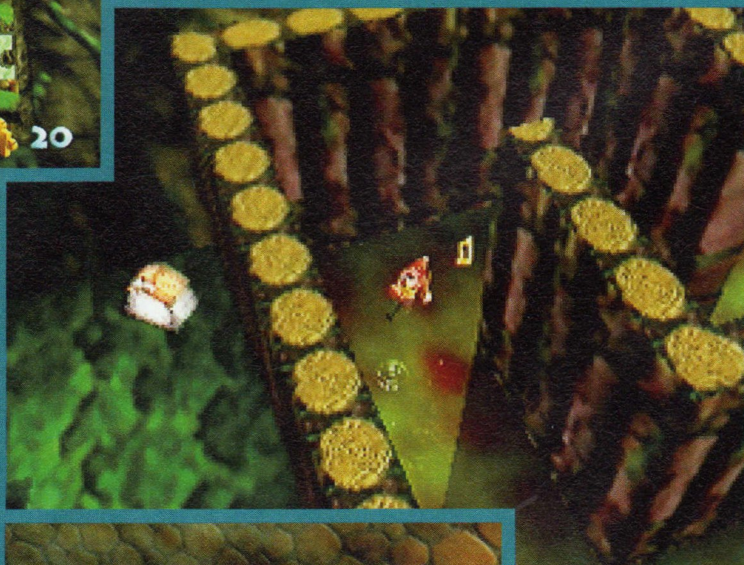
To cope with the swamp's piranhas, there are a number of pairs of wellington boots dotted around. Walking into these fits them onto Kazooie's legs and allows her to carry Banjo through the toothed waters for a while. When the timer on the boots is running out, the tick-tocking of a clock can be heard, and just before they altogether, an alarm clock sounds.





Seven holes to be filled, but plenty of pieces already in the bag. You'll need to flick a series of Lair switches to get here.

A piranha-invested maze section. Kazooie will need her protective boots on in order to survive.

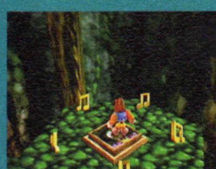




Tiptup the Choir Master holds the key to one bit of jigsaw.

Careful walking, under the pressure of a time limit, required here.

It's a long climb to the Witch Switch.



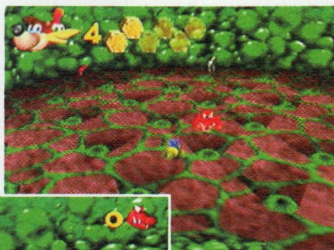
Stomp on each of the turtle's feet to open his mouth.



The Vile file

After a quick visit to Mumbo the Shamen, B&K are changed into a miniature crocodile. Crawling inside Bubblegloop's giant croc (through either nostril) brings him/them face-to-face with Mr Vile (the Crocodile).

Mr Vile wants to play a game. If you win, he'll give you a piece of jigsaw. If you lose, he'll take a chomp off your little croc bottom. The game is in three stages. The first is simple: eat more of the little Yumblies that pop through the floor of Mr Vile's cave than he can in a set time. Round two is slightly more complicated in that you still have to eat the red Yumblies, but avoid the green ones because "they're not ripe yet". The final round is the toughest, with a timer running and an indicator at the top of the screen telling you which colour Yumbly to go for. Chomp on the wrong colour at the wrong time, and your little croc will stop and choke, losing you valuable time.

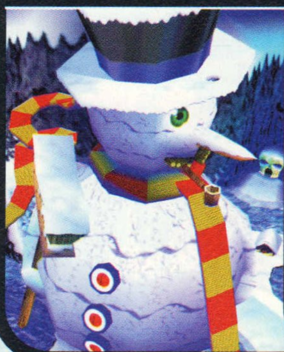




Press B to bite. The li'l croc is the only Mumbo creature with an attack.

If you've learned how to use the running shoes in Gobi's Valley, this is a lot easier.

FREEZEEZY PARK



Notes needed for door 260 **Puzzle pieces needed for entrance picture** 8

Well it had to happen: an ice world. It's Everfrost Peak in *DKR* all over again and as a World it's disappointingly easy. Not that it's not good fun – it is – it's just that you should have almost no problem at all gathering all ten jigsaw pieces and 100 notes on your first couple of goes.

Standing in the centre of Freezeezy Park is an *enormous* snowman. You can walk to the top of him via the giant stripy scarf that winds its way to the ground, although there are also plenty of flying points if you can afford the red feathers to gain all that height. The biggest danger are the smaller snowmen, who gather up snow, roll it into a ball and then throw it at our two heroes with uncanny accuracy.

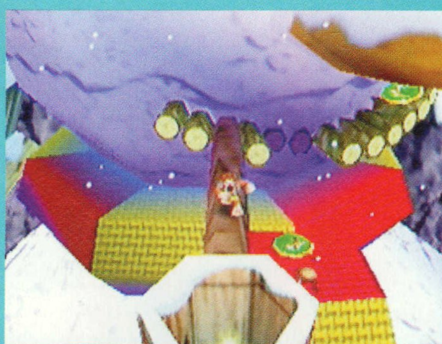
Get the moves

Just the one to learn in Freezeezy Peak and one of the last of the 16-or-so included in the game. When Kazooie is flying with Banjo, pressing B causes her to pause slightly and then dive forward at terrifying speed, hitting the first thing in her path. The move's called the Beak Bomb, and you'll be first called upon to use it to deal with the snowball-throwing snowmen. Eliminate all of them to earn a piece of Jigsaw.









Steady now. It's a long way down and there's a piece of jigsaw to be had.

The ice cube baddies are great – they just jump out of nowhere.



Run up the snowman's scarf all the way to the top.



Win the sledge race to get a piece of jigsaw.

Make the polar bear burp and he'll bring up a jigsaw piece. Er.



Light up higher

Your mission is to light up the giant Christmas tree in the corner of the World. The first stage of this is to escort 10 Twinklies out of their box and into the Christmas tree base. The only problem is the Twinkly Munchers they'll encounter on the way, eager to gobble them up.

As a timer counts down, B&K must keep the Twinkly Munchers at bay while the Twinklies jump along the runway. If ten get through in time, a switch will appear at the back of the Christmas tree's pot.



Stomp on the Twinklies' box to open it up.



Chomp a path for them and keep it clear.

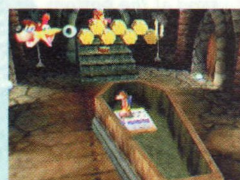
Get ten in the time and this switch appears.

DOOR TIP!

If you want to visit any of the worlds after Mad Monster Mansion, then you'll have to leave MMM as the Mumbo Pumpkin. Once outside in the lair, take a right and jump down to the little shack in the graveyard. As the pumpkin you'll be able to squeeze through the tiny hole in the door and inside activate the switch that raises the water level in the deeper part of the lair.

With the water higher, you'll be able to reach another switch and, in turn, Rusty Bucket Bay.





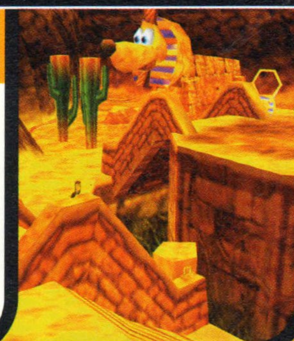
GO! GO!

GOBI'S VALLEY

Notes needed for door 350 **Puzzle pieces needed for entrance picture** 9

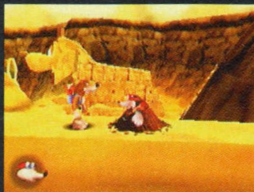
From the intense cold of Freezeezy to the sandy heat of Gobi's Valley. The theme here (apart from the baking sun) is definitely Egyptian. There are pyramids a go-go, mad mummies, a dog sphinx and hidden tombs with deathly mazes. Gobi's Valley is difficult until you find the right strategies, after which it becomes a bit of a waltz. The main problem is the shifting sands which, like Bubblegloop's piranha water, B&K can't step on unless protected.

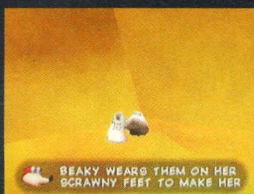
For the first time, in Gobi's Valley, the beehives that house three extra pieces of energy bar are guarded by a swarm of angry bees. Whereas in the previous Worlds, the hives were always an easy source of honey, cracking them open now causes a fair bit of aggro. We suggest using Kazooie's faster run to pick up the energy pieces.



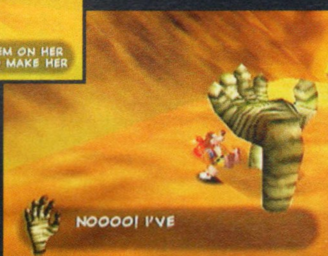
Get the moves

Ah, the final move in the game. Find the running shoes on this level, and Kazooie will be able to run Banjo around at super high speed. Lovely.



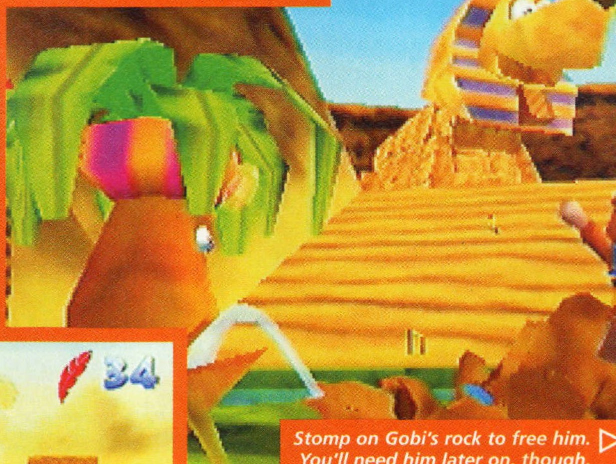


Find the running shoes and walk over them to pick them up. They don't last long, mind.



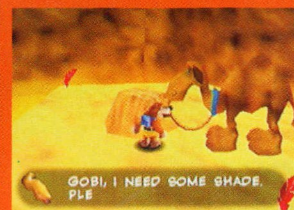
You'll need the shoes to keep up with Handy here. Catch him to win a piece of jigsaw.

Banjo finds a new way to water the garden.





A game of pairs in a pyramid. Match the tiles and avoid mummy.



Stomp on Gobi's rock to free him. You'll need him later on, though.

SOUND THINKING

That *Banjo-Kazooie* would be pretty good in the sound department comes as no shock to anyone who's played *GoldenEye* or *DKR*. And yes, they've done it again. Fantastic sound effects combine with brilliantly re-mixed music to add far more atmosphere than any streaming CD music could ever manage.

In the Lair, things are spooky; the theme (it's The Teddy Bear's Picnic – we don't care what anyone says) is tentative and slow. In the Worlds the individual themes constantly change depending on which area B&K are in and what they're doing. You'd be surprised how much sound adds to the game, and it's another example of how lovingly Rare create their games.



That target looks beak bombable.

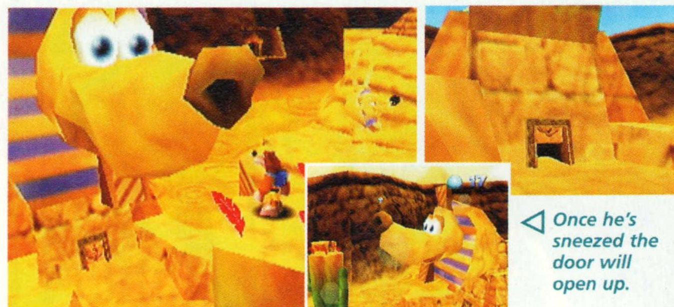


Inside the large tomb – you'll need eggs here.

Nose pose

Eggs are great for firing at enemies but they have other properties too, particularly when it comes to solving puzzles. The giant dog sphinx on this level has a blocked nose. And what do blocked noses require? A couple of eggs shot up each nostril apparently.

Get your oval sinex up the sphinx (you'll need to fly to the two pillars in front of him to do it) and a door will open allowing you inside.



Once he's sneezed the door will open up.

Tomb raider

One of the big traps in this World is the deep trench with the shifting sand at the bottom. To fill it with water and get an entrance to the hidden tomb, you need to activate the switch and then run as quickly as possible to the edge of the trench (use Kazooie). Jump down and find a red flight pad. Quickly get as much height as you need to float over the top of the pyramid. Once you're lined up, press Z to Beak Bust down. The time limit on this is extremely tight, but if you manage to get in, the pyramid will empty of water filling that dangerous trench, and you'll earn yourself a piece of jigsaw.







Believe us, filling up this trench makes things a lot easier.

MAD MONSTER MANSION

Notes needed for door 450 **Puzzle pieces needed for entrance picture 10**

Come on, Scooby, let's get out of here! Yes, it's a haunted house set in some haunted gardens and all very lovely it is too. There are two main buildings – the house itself which you can enter from a number of points – and a church. The dusky lighting effects are superb and the scary green ghosts, gravestones which uproot themselves and chase after you, and a horde of undead skeletons, all conspire to give this level a superb atmosphere.

As far as the ten pieces of jigsaw go, it's pretty tricky as well. Some are just well hidden whereas others require a bit of brainwork to find. None are impossible, though, and collecting all 100 notes shouldn't prove too problematic after a few attempts; and when you've worked out where they all are. A good tactic with a lot of Mad Monster Mansion's tougher baddies (the ghosts in particular) is to wait for their attack and then flip your Invincibility move on, destroying them in seconds.

PUMPKIN PIE
Visit Mumbo in this World (you need to somersault over the wall from the graveyard) and he'll turn you into a tiny bouncing pumpkin complete with blue rucksack. You haven't got many abilities in this form, but your reduced girth will allow you into places you couldn't otherwise get into.







Use Kazooie on the roof of the house – Banjo'll slip.



Attacked by a walking gravestone. AHHHH!



Break open these barrels with eggs.



Nick his jigsaw piece without waking him up – quietly does it from behind.



Watch out for the pictures. Every single one has a nasty surprise behind it.

Egg plant

Notice those pots beside some of the graves? You can tell something's up with them because they've got eyes. We suggest that you plant some eggs in each – firing them from behind is the way to do it. If you succeed in filling each one up, your reward will tumble, glittering, from the sky.







Helping hand

Find your way into the church (the entrance is on a timed switch located in the right-hand-side of the mansion grounds) and you'll find a giant organ being played by a ghostly hand. The idea is to copy the tune it plays by Beak Busting on the organ keys after the hand has played them. Do it successfully, and you'll earn a piece of jigsaw. 'Motzand' is the hand's name. Yes.







SCORES
What with so many things to collect, it's important to know how the game saves itself. The number of notes collected is dependent on a single visit to one of the game Worlds. If you collect 60 notes, say, and then die or leave the world, 60 notes is remembered as your top notes score, but when you re-enter the World, all the notes have been replaced in their original position. If you start to collect them again, get more than 60, and then die/leave, your new high score is remembered.

The same is not true of jigsaw pieces. Once a piece has been collected, it stays collected until you erase your entire game save in one of the three slots at the start of the game. The same goes for the pieces of honeycomb (two per level) that go to increase the length of your energy bar.

Other collectables such as Red and Gold Feathers are saved as running totals. If you lose a life with 34 red feathers, you'll start your next with 34.

The whole time you play the game, a timer is running recording how long you've spent in each World and how far you've progressed there. You can access this information by pressing Start to pause the game and using the menu system that pops up.





RUSTY BUCKET BAY

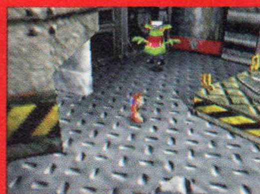
Notes needed for door 450 **Puzzle pieces needed for entrance picture 12**



Visually, the most impressive of any of the levels, Rusty Bucket Bay is a run-down dock with a large iron cargo ship moored up for unloading (the Rusty Bucket). The water in the dock has a thin film of oil floating on it (a brilliant effect) and its choking fumes give Banjo only limited breathing time, even when he's just on the surface.

Jigsaw pieces are hidden on the quay and on the boat, with the puzzles to find them the most physically difficult yet. Good exploration on board will find most of the pieces (try pecking at the portholes and jumping down the mushroom vents to find new areas), but actually picking them up can be an entirely different kettle of fish. The piece of jigsaw hidden below the water in the ship's propellers was the last one in the entire game that we picked up.







The reward for your climb all the way to the top of the Rusty Bucket.



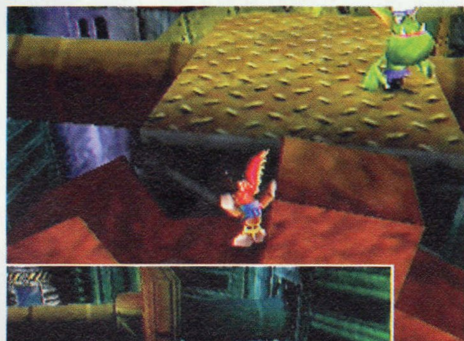
Blow the horns in the right sequence to win a prize.

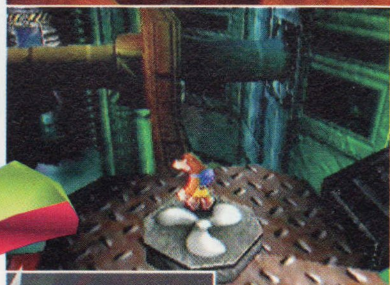


Sailor Boy here administers a bit of a shoeing to our two heroes. We'll sort him out later.

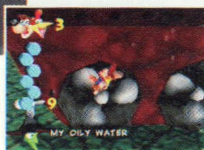
Propeller terror

The ship's engine room is the hardest section in Banjo and, in our opinion, unnecessarily so. You'll only be able to jump through the rotating blades, if you've previously switched the switch in the room at the stern of the ship. Switching both switches in the engine room stops the ship's propellers and gives you about 60 seconds to get out, run along to the other end of the ship, dive down and collect the puzzle piece. In no sense at all is this 'easy'.





Switch this switch second. It's far easier.



The propellers stop and you've got 60 secs to get the jigsaw.

Crazy legs crane

Operating the first crane on the dock side raises the metal crate that encases a jigsaw piece, but only for a limited time. To collect it before the cage lowers, you need to climb the ladder by the side of the crane, leg it along the top and jump, aiming for the jigsaw piece. Press jump again to unfurl Kazooie's wings and break your fall, and quickly collect the piece. The cage won't lower to trap you, so don't worry about that.



Run along the crane, take a deep breath and jump. Use Kazooie to break you fall.



CLICK CLOCK WOOD

Notes needed for door 640 **Puzzle pieces needed for entrance picture 15**

Different to every other World, the entrance to Click Clock Wood leaves you standing in the centre of a large hub with four doors around it. The idea is that each door represents a season and behind each is the same world, but at a different time. A switch in the hub opens the Spring door, and from then on a switch in Spring opens Summer and a switch in Summer opens Autumn etc.

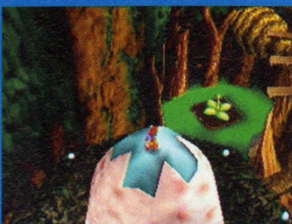
The World that undergoes this time-travel is based around an enormous tree, towering miles above Banjo and everything else at ground level. As the seasons change, leaves grow, turn brown and drop off, and many of your jigsaw-earning tasks require you to perform separate actions in each season. Once all the switches have been flicked, B&K can time-travel back and forth between seasons with ease, although it's probably helpful not to think too hard about the logistics of it all.

Collect the caterpillars to feed Eyrie. When he's big enough, he'll fly off.

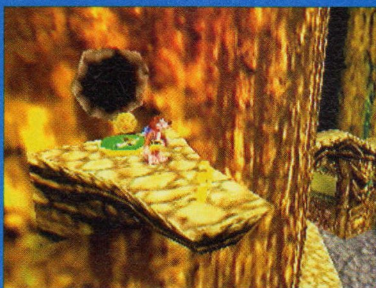


The tree house is gradually constructed over the seasons. It's finished by winter.





Beak Bust to break open Eyrie's egg. He'll thank you for it.



A slightly tedious climbing section leads to this piece. Swearing will happen.

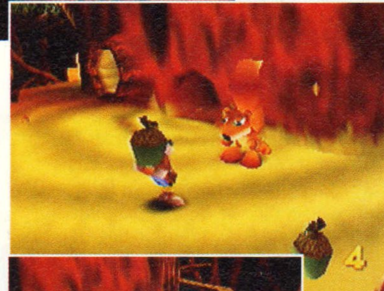
Mr Nutz

Nabnut the Squirrel is more than happy in Spring and Summer, gorging himself on an enormous pile of nuts. He's not quite so happy in Autumn, however, when he realises that he needs six acorns to survive the Winter. Yes, that's right, it's your job to find them for him and when you have, he'll reward you with one of the last pieces of jigsaw.





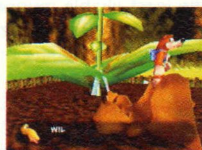
All the acorns are close by but a couple are quite tricky to collect.





It's a plant!

Find the little enclosed earthy area in the Spring room, and have Kazooie fire an egg rearwards into the hole in the middle of it. For some reason best known to Rare, a giant plant will suddenly grow. Go to the Summer room now and Beak Bust on Gobi the Camel who happens now to be resting by the plant. He'll regurgitate a hump-full of water and the plant will grow some more. Repeat the process (and note what Gobi says, hmm) in the Autumn room and the plant will flower, producing a lovely piece of jigsaw. Don't try to climb up the plant to get it, though. Go up the tree and jump across – it's a lot easier.



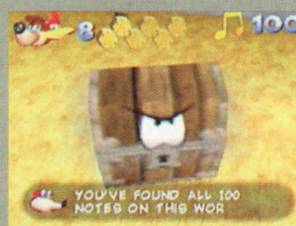


BEE TEAM PLAYER

Buck Bumble beware. The final Mumbo creature in *Banjo*'s arsenal is a cute little Bumble Bee. Only available in the Spring room, the bee can fly all around the level, largely immune to the attacks of the other creatures who tend to ignore it. Your main objective as the bee is to fly into the beehive and collect the Jinjo hiding in there (you can't fit in as Banjo).

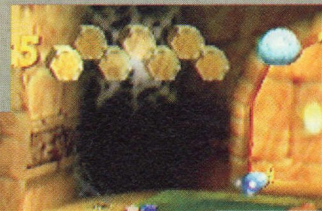
It might just have been that we were playing Click Clock Wood very late at night, but when we went back to Mumbo to be changed back into B&K, the mysterious Shamen made a mistake and actually turned us into a washing machine. We swear this happened, but we can't make it happen again. Someone please write in and prove that we're not going out of our minds.

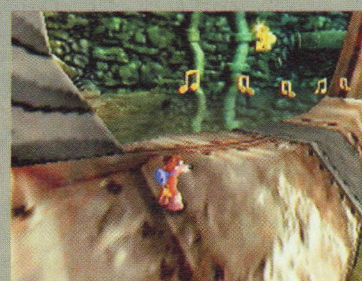
GO! GO!



Your best note score for each world is saved to cart.

Rear egg firing is the answer to many of the game's puzzles.





There's a jigsaw piece to be had here.

All 10 pieces found for this world. Huzzah!



The maze sections are fun, but only one is really hard.



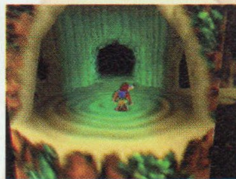
Venus fly trap in Click Clock Wood. Approach with care.

UNTIL THE END

What comes after Click Clock Wood is brilliant. We mentioned it last issue and having played our way through it we can confirm that it's a fabulous end to a fantastic game.

It's so good in fact, we thought we wouldn't spoil the surprise by printing any pictures of it. Suffice to say, that you need 765 notes to move on through the note door after Click Clock Wood and 16 Jigsaws to face the final battle with Gruntilda. To open every single Note Door (a feat well worth the effort), you'll need around 880 notes, and to finish the game and see the proper – and rather surprising end sequence – you'll need to have found all 100 pieces of jigsaw.

Next month's issue of **N64** Magazine will have all the pictures and all of the information you need to get there. Don't miss it.





It was never going to be a matter of 'is it good?' The question with *Banjo-Kazooie* was always going to be 'exactly *how* good?' In the strict shortlist of games that have scored 90% or over in N64 Magazine, where does *B-K* fit in?

As far as looks go, *Banjo-Kazooie* is most like *Diddy Kong Racing*. Apart from the fact that Banjo's in both games, the primary coloured graphics, and cartoon animation, make the games look like two different episodes in someone's Warner Brothers-warped, over-active imagination. *Banjo* has the looks to beat *Mario*, and there's no reason why a game shouldn't be challenging the fat Italian's crown. It is, after all, getting on for two years since Miyamoto unleashed *SM64* on the world.

And as far as the central characters are concerned, Banjo and Kazooie are probably the best Rare have come up with so far. The idea of having two characters in a platform game initially seemed a little confusing – would we be able to play different characters at different times to do different things – a bit like Goemon and his band of happy adventurers? Or would there be two-player co-operative play? A battle mode? Or something else?

And it's only after the game's Spiral Mountain training world (don't miss this bit out by the way – you'll earn yourself a whole extra bar on your life meter), that it becomes clear: when it comes to the way the game actually plays, Banjo and Kazooie are one entity not two. The whole idea of having a bear and a bird together is to explain away the moves you use in the game (and make the whole experience look less like *Mario*). Banjo doesn't need a Wing Cap to fly because he has Kazooie. Likewise, he doesn't need a gymnastic leaping somersault because Kazooie can unfold her wings and help him float upwards. Banjo doesn't even need the double jump (™ Every platform game in the world, ever) because, again, Kazooie's wings are there to break his fall. See Banjo and Kazooie as one person and you see a platform game character with a long but fairly standard list of moves, cunningly disguised as an all-new invention. Clever work, Rare.

In fact, you have to play and play and play Banjo to the exclusion of everything else in your life.

And while *DKR* was cursed with some of the least-likable muppets to ever grace a console game, *Banjo-Kazooie* is stuffed full of genuinely appealing bit-players and central characters. Rare's insistence on following the same formula of *name* followed by *'the'* and then the type of animal/thing that the character is, preferably rhyming or alliterating the two is still supremely annoying, but the character design itself is pretty good by-and-large. Mumbo the Shamen, Gobi the Camel, the Mumbo Croc and Bee – they're all, you know, quite appealing, really. And then there's Loggo the Toilet. There are *some* moments of cloying cuteness (and we're not sure that just sticking a pair of eyes on any inanimate object you fancy qualifies as a characterisation), but there's certainly nothing as questionable as, say, Pipsy the Mouse; nothing that forces you to consider stopping your game, anyway.

And stop playing you won't. You can always tell when you've got a great game on your hands: when it starts to warp time. 16 straight hours on Banjo was our record, only leaving for calls of nature – we had food and drink bought in. Having glimpsed *Banjo*'s worlds, you absolutely have to see more. Having collected 87 of a world's hundred notes, or nine of the ten jigsaw pieces, you have to replay the World until you've found absolutely everything in it. In fact, you have to play and play and play *Banjo* to the exclusion of everything else in your life – including food – until you're in a position to climb those stairs and face Gruntilda on the roof for the final showdown. The trouble is, if you're any good you might find yourself doing that after only 30 or so hours of play.

It's because *B-K* is so much fun that you never really want it to be over. Unfortunately it's the game's longevity that is probably its biggest problem. There are three ways to make a platform game hard. The first of these any developer with three PCs and a Portakabin outside Woking can manage – you simply make the game's running and jumping so physically hard to pull off, that success takes hours and hours



You can see a lot of worlds with only a few jigsaw pieces. We played the game more-or-less linearly, though.





BIG HEAD!
When you've finished the game with all 100 jigsaw pieces, go back to Banjo's house and take a look at the pictures on his walls. There's a great little sub game to find here with the chance to win some cheats as a reward (the first of which is Rare's ever-present Big Heads number).

We asked Rare how many cheats there were in the game. "A hell of lot," was their typically non-specific reply.

Could you be a Banjo beater?

We'll start the ball rolling here. The first person to complete Mumbo's Mountain in less than 20 minutes, collecting all 100 notes, 10 jigsaws and two pieces of honeycomb, wins a year's subscription. There, you can't say fairer than that.
Send your entries, with either video or photographic proof to:

I'm the Best at Banjo
N64 Magazine
30 Monmouth Street
Bath
Somerset
BA1 2BW

of patient practice (and possible destruction of nearby objects, family pets or human relationships). For the most part, *B-K* avoids this cheap difficulty, with only a few jigsaws in Click Clock Wood and Rusty Bucket Bay truly worthy of any hair-tearing.

The second route to toughness is to hide your game's puzzles and objectives so well, that it's quite a while before the gamer knows what to do. *B-K* opts for this in the main, and if you're not a patient explorer, then you could be in for a frustrating time. Most puzzles are signposted pretty clearly (maybe too clearly for some), it's the final one that remains elusive. With Worlds as beautiful as Banjo's, though, most people wander around with eyes like saucers, enjoying the view as much as looking for that last Jinjo.

What crowned *Mario* king of the platformers, though, was what it asked its players to do. And while *Banjo-Kazooie* squares up to *Super Mario 64* in just about every other respect, when it comes to the most important – invention – it's just not quite up there. Of the 100 jigsaws hidden in the game, only about ten of them set a genuinely innovative challenge – something we'd never seen before. Having played the game so thoroughly in our Special Investigation last month, we'd already seen a lot of what *Banjo-Kazooie* had to offer, and, admittedly, that did spoil some of our enjoyment. Even so, if you've played a reasonable number of platform games, you'll have seen most of what's in *B-K* somewhere else before. Not looking as good, certainly, but definitely somewhere else.

Replay value is always a worry hanging over a platform game, even *Mario*, where 120 stars signals more or less a complete end to the game. To counter this in *B-K*, Rare have thrown in as many extra bits and pieces as they can find, in an effort to force gamers back for third, fourth and fifth plays. Two different end sequences, a great pre-boss section and the best incentive we've ever seen to finish the game with 100 jigsaw pieces and 900 notes are all part of this. When you add the game's timer, which tracks your progress through each world and offers all sorts of opportunity for fast times and I'm the Best action; the two hidden honeycombs on each level, which encourage painstaking back-tracking; and the unexplained mysteries, such as the locked door on Gobi's Valley and the visible – but annoyingly unreachable – Sharkbait Island, you have a game that couldn't try harder to woo its players back.

Just as on the SNES where Rare's *Donkey Kong Country* looked better than *Super Mario World*, but couldn't quite match it as a game, *Banjo-Kazooie* outshines *Mario* only in terms of looks. It's still a brilliant, brilliant game, though – certainly the best of '98 until *Zelda* comes to town. You need to make the comparisons for yourself. You need this game.

JAMES ASHTON



9 VISUALS
Stunning. If the camera was slightly better then this would be a '10'.

10 SOUNDS
Superb music, effects and atmosphere. The finest yet on the N64.

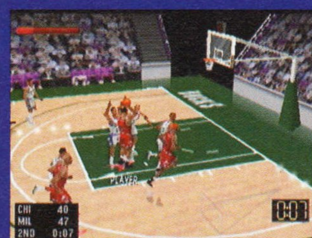
8 MASTERY
A great game – great but not all-new. *Mario* invented more.

8 LIFESPAN
You'll hate to finish it (40 to 50 hours, we reckon) but the most replayable platformer yet.

VERDICT
Mario's still king but *Banjo-Kazooie* is worthy company for him. Ace.

92%

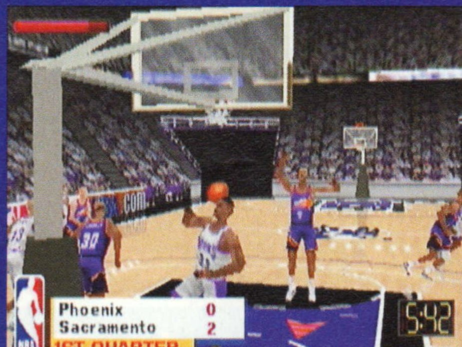
PREVIOUSLY IN N64 We reviewed the American version of *NBA Courtside* in the last issue.



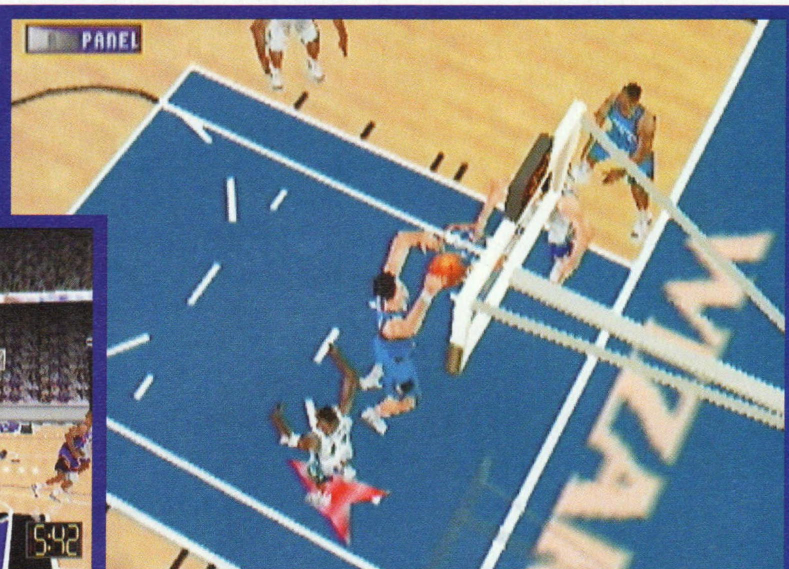
◁ Drama at the end of the second quarter.



▽ Has he just smacked himself in the face with the rebound there?



Seven foot freak boy leaps like a salmon. Boing! ▷

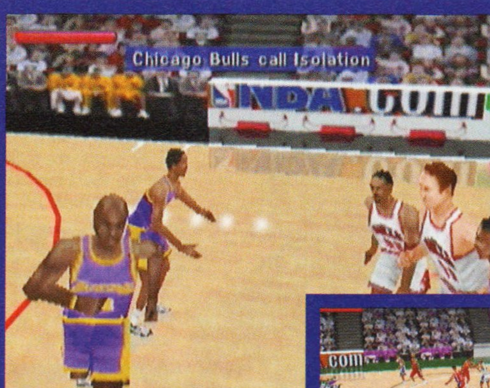


KOBE BRYANT IN NBA COURTSIDE

NBA Courtside			
NINTENDO			
Out now	96M		1-4
	Controller Pak	Cartridge back-up	Rumble Pak
£40			



Kobe's air ride hits the UK.



△ Three angry Bulls gang up on a poor innocent Laker. Don't be intimidated.



▽ He's got a fairly poor average there – can you help him improve it?



Kobe Bryant will never become a household name in Britain. He won't be opening the Burnley branch of Planet Hollywood, he won't be dating Dani Behr, and he definitely won't be pictured on the front page of the Sun staggering out of a cab in front of Stringfellows with a bottle of Peach Schnapps in one hand and a deep-fried Mars bar in the other. The boy just doesn't have what it takes to become a sports star in this country.

What Kobe *does* have is talent, intelligence, and the finest basketball game of all time. Ladies and gentlemen, meet *Kobe Bryant in NBA Courtside*.

HOW TO... attack with flair

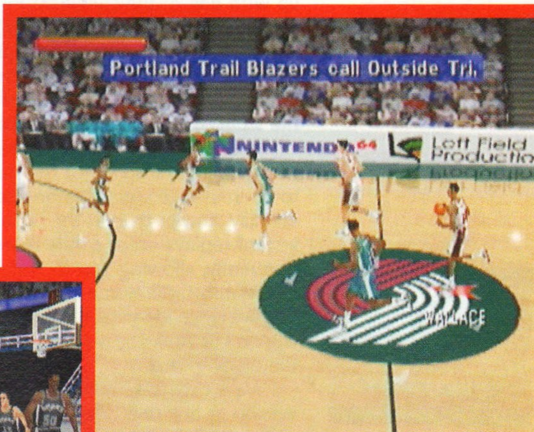
There are many different ways of attacking the basket. You can try and pass your way around the defence, you can wait for your team mates to create an opening for you, or you can use speed and power to push between defenders. It's all down to personal preference, but the more stylishly you mix it up, the more you can rub it in when you thrash your mates.

Three essential moves

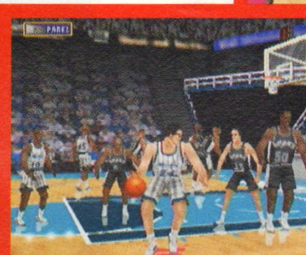
The **crossover dribble** is a great way of avoiding a steal – if a defender is approaching the hand you're bouncing the ball with, press Bottom-C to switch the ball to your other hand.

Next, when you're approaching a tight defence around the key, hold R to back into your marker. This is called a **protection dribble**, and will allow you to push a few feet closer to the basket. Releasing R will then allow you to spin around and hopefully gain a clear shooting opportunity.

Finally, pressing Left-C will allow you to **set a pick** – your player will raise his free hand and a team mate will run to that side, drawing a marker away from you and leaving a channel for you to run into. All three moves can be combined for some truly unstoppable attacking.





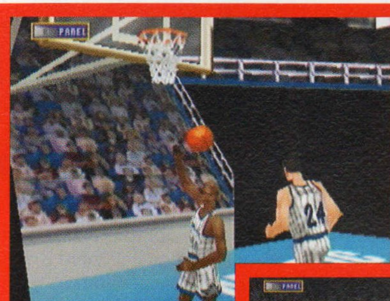


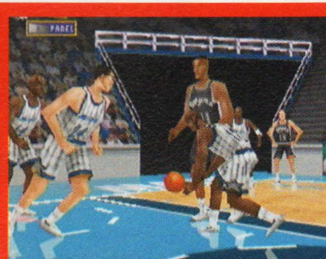
◁ Use the protection dribble when there are no passes on.

△ Look for a channel to the D, and set a pick to create the opening.

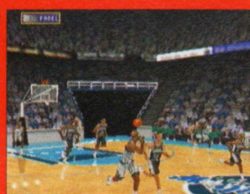
Fast breakaways

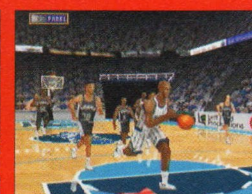
1. Pick up the loose ball after you've made a successful block or steal, and move into space.
2. Press Top-C for a quick Alley Oop pass to your fastest breaking team mate.
3. If you've timed it right, the ball will soar deep into the opposition's half.
4. A quick player will have beaten the defence and will have a free run on the basket.
5. So you can dunk the ball home in any manner you choose. You can't miss one of these...





△ The Alley-Oop pass is an overarm lob to your furthest forward team mate.

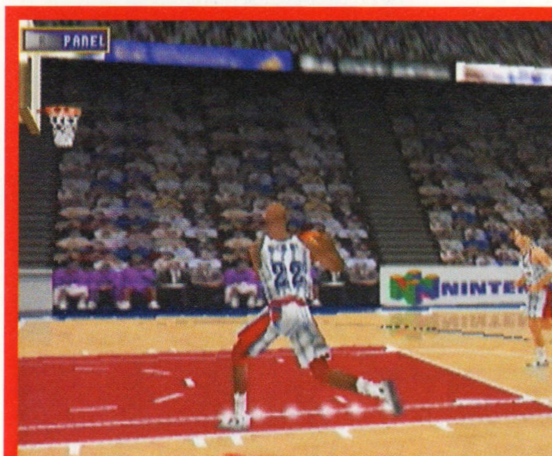






◁ Judicious use of the turbo button will outstrip the defence...

△ ...So you can perform any one of a number of dunks at will.

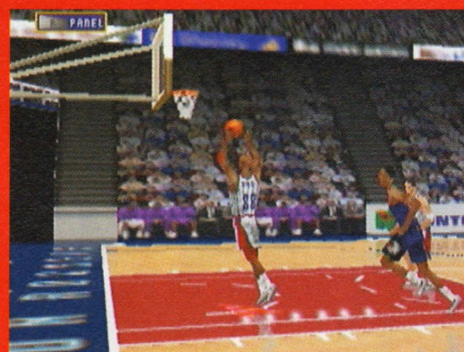


△ Press jump just as his foot lands in the red area of the key...

...And he'll make an incredible leap, hanging in the air like, erm... gas. ▷

Two-handed dunks

1. Pass to the best dunker on your team, and look for a clear run to the hoop.
2. If you're approaching from the side, hit B to jump just as you enter the key.
3. Hold B to dangle on the basket. Don't hang there too long, as it's a technical foul.

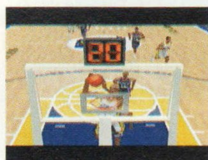




GO! GO!

RUB IT IN

There *is* an instant replay feature in *NBA Courtside*, but the manual doesn't explain how to set it off. After much fiddling around, we discovered that holding down Z after scoring a dunk triggers three slow motion replays from different camera angles. It doesn't work every time though, so if you discover a more reliable method, Tips Extra awaits.







VISUALS 8
Smooth and well animated, if a little angular.

SOUNDS 8
The crowd noise is excellent, as is the biased announcer.

MASTERY 8
Certainly makes great use of the N64's controller.

LIFESPAN 8
Four-player mode and the create-a-player feature will keep you going.

VERDICT
The best and most playable American sports game on the N64.

90%

Barely a month after we gave a hearty thumbs up to the US import version of *NBA Courtside*, Nintendo have come up with one of the speediest PAL conversions of all time, rushing Kobe's basketball blinder into the shops before we'd even had time to catch our breath. So how does the UK version compare with the smooth and speedy American one?

Luckily enough, the answer is 'very favourably'. The speed of the game seems to be unaffected, and the tiny borders are actually smaller than in the NTSC version. Instant replays occur a little more frequently, allowing you to watch your best dunks rattle home in slow motion, but it's otherwise identical to the game the NBA crazy Yanks have been queuing round the block to buy.

NBA Courtside is the most satisfying version of any rule-heavy American sport we've ever played. Not that the likes of *Madden* and *QuarterBack Club* aren't excellent games – it's just that *NBA Courtside* is the only one that has ever managed to recreate the whole spectacular experience, rules and all, and still leave you feeling as if you're really in charge of everything that's happening. When *QuarterBack Club* calls a foul on you, most of the time you'll have no idea why, and even if you do, you'll have little chance of preventing it from happening again. When *Courtside* tells you you've broken the rules, you're never left in any doubt as to why, and you can adapt your game plan to make sure you get away with it next time.

Like *ISS64*, it's a very easy game to get into, with only two buttons required to make passes and score points. The more subtle moves, controlled by the C-buttons, become second nature after a little practice, and you'll soon have your team showing off around the court like the Harlem Globetrotters. There are some very impressive looking tricks available, such as the crossover dribble and the spin, and they all have a specific use during the game (not simply to taunt novice players). Defending is also made relatively simple, so the games never degenerate into the tedious slam-dunk-every-time farce of *NBA Hangtime*.

Visual appeal plays an important part in a sport like basketball, where style and image are crucial, and *NBA Courtside* doesn't disappoint in that department. The graphics aren't as realistic as something like *All Star Baseball*, but if you're a regular viewer of Channel 4's basketball coverage you'll be able to recognise most of the angular faces in the game. The frame rate is always satisfyingly high, and there is none of *NBA Pro*'s anti-aliased fuzz to be seen, making this certainly the prettiest of the N64's three basketball titles. There isn't much in the way of flashy presentation but fortunately the gameplay more than makes up for it.

"But it's still just basketball," we hear you cry. "Surely not even Nintendo can make us football mad Brits think *that's* worth playing."

Well maybe not; maybe *NBA Courtside* will sink without a trace in this country, making only occasional appearances at car boot sales and school fetes. But for those of you who are fed up with football and don't mind putting up with American accents and the incessant squeak of trainers on hardwood, *Kobe* comes highly recommended.

MARTIN KITTS

HOW TO...

defend like a Dobermann

It's an area frequently neglected in basketball games, but *NBA Courtside* offers a variety of reliable defensive strategies. As with attacking moves, you can combine several moves to achieve a distinctive personal playing style.

Three essential moves

Most shots will ricochet off the rim, so it's important to learn the art of **rebounding**. When your opponent is about to shoot, press Top-C to switch to the man nearest the basket, who will be in the best position to pick off any loose balls by tapping B just as the ball hits the hoop.

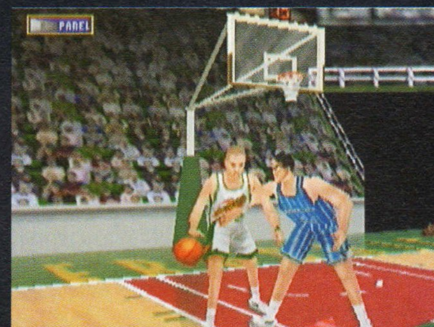
Stealing is best attempted when your player is on the ball-carrying side of the attacker – repeatedly tapping A is the most reliable method of stripping the ball away, but keep an eye on your energy meter.

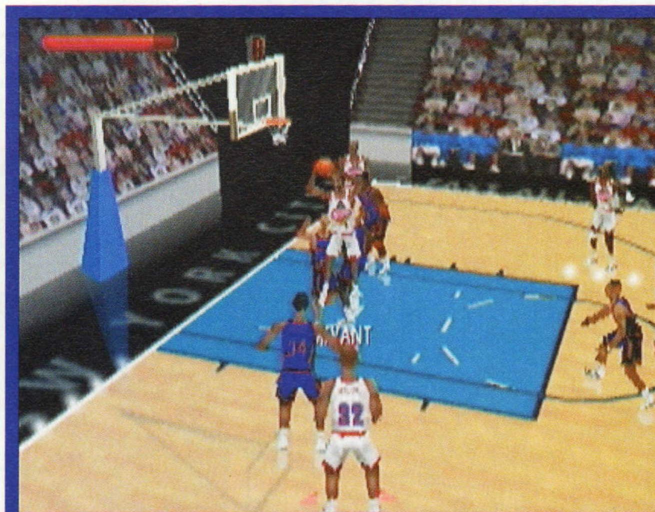
The **defensive shuffle** is a great way of getting yourself in position for a steal or block. Holding R will allow you to move around whilst keeping your player facing the attacker. Your speed is greatly reduced though, so be ready to let go of R in case your opponent makes a break for it.



Crossing the opponent's body like this may cost you a foul.











Lakers vs Bulls. Kobe vs Michael. Except Mr Jordan is nowhere to be seen.



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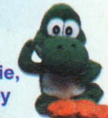
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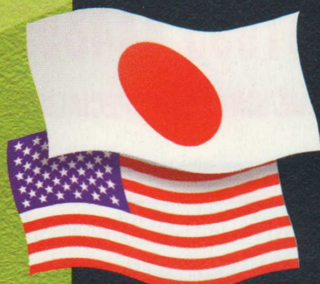
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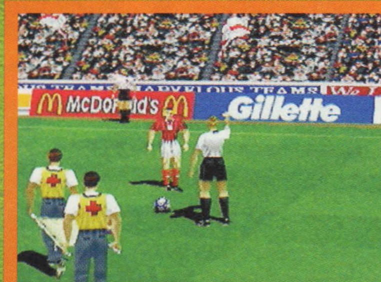
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The games reviewed from this page forward are so far only on release in Japan or America. Because **N64** is fully independent from Nintendo, though, we can bring you reviews of them immediately. When they're released in the UK, we'll bring you a new, updated review.

IMPORT ARENA

PREVIOUSLY IN N64 We did a Future Look on the PAL version of *Jikkyou World Soccer, ISS '98*, in **N64**/15.







JIKKYOU WORLD

Gooooooaaaaaalllllll! The greatest football game in the world returns...



One of the scenarios in full flow, with Japan about to bury one to level proceedings. Nicely done.

It's a weird situation. In Japan, Konami – along with EA – have managed to secure themselves the official World Cup licence. Yet, in Europe and America, such a kind spirited approach has been scuppered by the fact that only one publisher can hold the licence. And that happens to be EA with their oodles of cash. So, in Europe, when *ISS '98* makes its final, timely appearance, Southgate will once again become the lesser known Sathgate.

The question is, then, is it a better idea to go for this Japanese import, where you've got all the sublime beauty of *ISS '98* along with actual player names, stats and details *and* official tournament set-up? Or, would you be better advised to wait for the non-licensed but totally-in-English (and Tony Gubba assisted) incarnation? Well, it's an interesting one. Both options have their advantages and disadvantages, but one crucial element remains: *Jikkyou World Soccer '98*, *ISS '98*, call it what you will, *still* annihilates the *FIFA* games 5-0.

And this, as they say, is why...





New trail on the ball. Pleasant.



Batty. Batty. Batty. Still Batty. Still David Batty. Oh, that's a brillderful goal!

Pick that out and then rotate on it! The goalie will be disappointed.





◁ Notice how the kits have been exactly recreated?

The old Denmark/ Croatia grudge match. ▷



◁ Look at the reactions of the 'keeper. Some time soon he'll go for it...

△ The replays can be twiddled with as and when required, with extra viewing options.

Jikkyou World Soccer			
KONAMI			
Out now	64M		1-4
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SOCCER

WORLD CUP FRANCE '98



A change of cart

Everything new in the world of *Jikkyou*. Clever, that...



Defensive kick

The only new move we could eek out was this rather nifty defensive kick. Once the opposition play the ball over the top, press Left-C to watch your player leap into the air and perform a glorious sideways-style scissors kick. Not an accurate way of counter-attacking, but still...



Teams

As well as the 32 World Cup teams there are also some extra nations for you to pluck from nowhere and help become champions. Er, maybe. These include the likes of Uzbekistan, Kazakhstan, Liberia, Ghana, Peru and Australia. No Wales, though. Or Republic o' Ireland.



Animations

The goalkeepers seem to be the main beneficiaries here with a two-fisted punch, a casual new catching of the ball (see: David Seaman), a new style of kick out and a close-range double reaction save. Outfield players also have a new cut back, useful for fooling defenders.



Medical staff

Fantastic! When a player is *really* injured, stretcher-bearers leg it on, lay down the stretcher, pick up the player, put him on then run off again. Or, if less urgency is required, the trainer comes on, gets out the magic aerosol and has a quick spray!



Referee

Instead of just suddenly appearing when a foul is committed, the referee now legs it about with the players, often drifting into sight and performing the correct arm signals when it's a corner or an indirect free kick. They'll still have your name should you tempt them, mind.



Arrows

These are an excellent new addition allowing you to gauge both power and height together (whereas the first game only had a power arrow). Simply use the analogue stick to adjust in all directions and then B for your low but stronger strike and Right-C for the delicate chip.



Camera angles

Perhaps the biggest change of all, as you can now view the action via a superb top down, *Sensible Soccer*-style viewpoint. (We now prefer this, believe it or not.) Alternatively, you can tinker with the original angles, which now move further in all directions of the compass.



Celebrations

The more you play *Jikkyou World Soccer*, the more you notice its new celebrations. There's now a slightly camp twist-with-arm-in-the-air, a slide-in-on-your-knees and something that looks vaguely like Shearer's trademark. And, even then, there're probably more.

GO! GO!



HOW TO...
Play the Beautiful Game

Playing *Jikkyou World Soccer* isn't like playing the *FIFA* games. This isn't hit-and-hope or a case of repeatedly tapping the speed-up button. Here, you have to learn the delicacies, the ins and outs, the tricks of the trade and then – and only then – can you play its lovingly crafted brand of Total Football. Bit pretentious, eh? Still, it sounds good...

DEFENDING!



Foot in
This is the safer, but less reliable, tackling option. Get close to a member of the opposition and tap B; your player will attempt to rob the ball with a svelte movement of the leg.



Slide tackle
Card-happy refs will penalise you more often than you care to remember but this is a vital all-or-nothing challenge. Press Left-C to ensure you get the ball. Or the player. Or both.

MIDDLE OF THE PARK!



Passing
Knock it around using A if trying to keep possession, or when attempting to create something worthwhile. Remember, as the opposition try and tackle you, they start to leave gaps.



Lob
A bit of a 50-50 Norway ball, this. Sometimes it works, sometimes it doesn't, but there's no better way of switching play from your back line to your strikers VERY, VERY quickly.



Dash
Where would we be without that extra pace? Keep Bottom-C held for an injection of the good stuff but remember: second string teams have less stamina than genuine World Cup contenders.

ATTACKING!



Through ball
Jikkyou World Soccer at its best. Use the on-screen map to see where your strikers are, then tap Top-C for a defence-splitting through ball. Complete the move by finishing with ease.

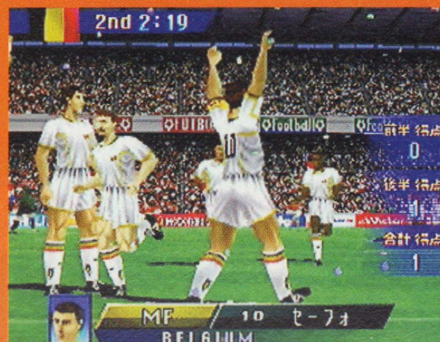


Shooting
Something that seemed to be overlooked with the first game was the fact that, when shooting, you can actually precisely direct your shot using the analogue stick. Try it. It works a treat.



△ Another footballing minnow gets a good seeing to by England.

◁ Wrighty hammers home the winner against the Italians. Quality, that.



△ The top down view. One of the N64 office's favourite new additions.

◁ One of the new celebrations, followed by a run towards the crowd, shouting very loudly.

We'll be honest: we were expecting *Jikkyou World Soccer '98* to be a good deal more different than it is. We expected a version of the game that would, like last year's, have us startled and excited and silently sitting in awe as we played along.

Instead, we played this new, improved version and immediately felt at home. The controls are exactly the same, the animation is uncannily similar (save for some extra goalkeeping expertise), the AI hasn't been tinkered with at all, and the tactics appear, on closer inspection, to only be a small step on from their previous incarnation. Remember how, with *Perfect Striker* and then *ISS64*, you were always discovering new little things that no one else had ever thought of, or ever been able to implement? Well, here – and perhaps this sounds a bit like we're taking *Jikkyou*'s brilliance for granted – there's not really any of that, because what *has* changed is largely cosmetic and nothing that actually affects how the game *plays*.

▽ Commendably, Jikkyou gets all the formations right. Like England, here.



Essentially, then, this version is *that* version with knobs on. Pleasant enough knobs – quite magnificently original knobs in the case of the trainer and his magic spray – but knobs nonetheless. Er, let's move on from this whole knobs thing, eh?

Of course, if you've never played a version of *JWS* before, you'll be rightly amazed and you should buy this immediately. The animation is staggeringly accurate, right down to the way players slow up after losing the ball, and the goals are more spectacular than you'll possibly believe: piledrivers from the edge of the area, rounding the 'keeper then slotting one home, glancing headers into the top corner, a tight angle finish, curling free kicks, near post volleys, bundling it over the line, finishing in *JWS '98* is unbelievably diverse. But, even more than that, it's the game's sheer, unadulterated *footballness* that stands out.

The through ball, for example. How many other football games have got such a brilliant feature? Oh, certainly, the likes of *World Cup '98* have included it *now*, but where do you think the idea came from in the first place? And the passing. *JWS*'s passing doesn't stick like *FIFA*'s; it's as close to Total Football as you'll get outside the Brazil squad. The one-two's, the backheels, the lobs, the dash, the referee's dealing out cards and now the new stuff: the defensive scissor kick, the trainer, the referee on the pitch *all the time*. If a game's ever come closer to reproducing football proper, then we've yet to see it.

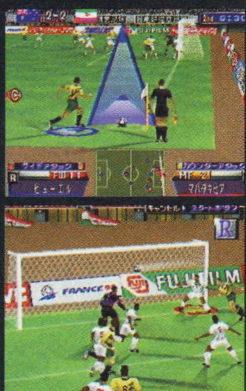
But, if you've already got *ISS64*? Well, think about it. Year-to-year, how much do the *FIFA* games really change? The

Ian Wriiiiiiiight!

The Scenario mode in *Jikkyou World Soccer* is just as fabulous as its predecessors except now you're stepping into the tense heat of real matches. There's 16 in all, each with different gradings of difficulty, but we've taken the best four and made an attempt at glory...

Scenario 1: Iran 2-2 Australia

Remember this? Sacrificing a two goal lead meant El Tel's Aussie team missed out on their ticket to France at the expense of the, erm, Iranians in Tehran. Still, now you've got the chance to put it right. There's 36 seconds left on the clock (and next to no injury time at all) and Australia have a corner. Best tactic? Pull the height up to its maximum, stick the two-pointed arrow in line with the penalty spot then opt for full power with the Left-C. Now watch as Harry Kewell rises in the box (while you're tapping B) and nods home the winner.



Scenario 3: Chile 1-2 Argentina

A classic encounter this and it's your chance to ram home the fact by scoring two tremendous late goals. It's a five star difficulty rating and it's not hard to see why. There's just 49 seconds left on the clock and it's Chile's free kick to the left of the penalty area. Maximum height, three-quarters power and in line with the penalty spot. Press B and Zamarano! 2-2, then, and Argentina are on the attack. You break it up, there's only 20 seconds left, a ball through their flat back four and Salas is away, rounding the goalkeeper and WHACK – 3-2!



Scenario 2: Italy 0-0 England

Okay, so we went through anyway, but now you can make *certain* Ian Wright buries that chance instead of hitting the post. (Wright is included in *Jikkyou World Soccer*, like the real match itself, as Shearer was injured at the time.) Anyway, there's one minute and 23 seconds left and Seaman's about to take a goal kick. So, build from the back. A short pass to Neville on the right, a slide rule pass to Beckham, he cuts inside, you check your map, then a devastating through ball to Wright, who latches onto the pass and shoots first time. Gooooooal!



Scenario 4: Holland 2-0 Belgium

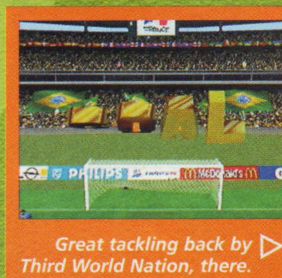
The Dutch are well in control but you've got time on your side – two minutes and 40 seconds – and, fortunately, the first action of the match is a Belgian penalty. Score this and you're back in business. The goalkeeper cheats a bit actually, as he'll follow your red box about all the time, so the best way to get it back to 1-2 is by switching off your square (Right shoulder) and immediately shooting. Once that's done, just play through balls to your strikers as Holland play a flat back four and are easily exposed, should you spring their offside trap.



answer, of course, is hardly at all. In truth, there's probably less difference between the very first *FIFA* in 3D and the recent *World Cup '98* than between *ISS64* and this. Yet that doesn't prevent people from investing their money into each yearly *FIFA* rendition whatever it looks and plays like. Equally, then, *JWS '98* is well worth investing in. And, certainly, compared to *FIFA*, *JWS '98* is a towering Arsenal of a game.

Okay, so perhaps the changes that have been included here aren't as revolutionary as we'd hoped and, perhaps, they don't improve the game out right. But, what they do do is create an even higher level of authenticity. Remember how *GoldenEye* just *immersed* you for hours on end? Well, *JWS '98* does the same. It draws you in, dazzles you and then sticks a last minute winner past your previously infallible defence. It's incredible. There's no two ways about it. Football coming home? Doesn't need to. It's already found its resting place.

But, is this licensed version a better bet than September's non-licensed *ISS '98*? Well, we were actually quite surprised at how little English there was in *JWS '98*.



Great tackling back by Third World Nation, there.

We were led to believe the Japanese and English versions would be fairly similar. As it is, every option, every players name and, of course, all the text in modes like Scenario is in Japanese. So, to be honest, you're better off waiting for *ISS '98*, especially as you can tinker with the player names anyway and, if you don't know who should go where, it only requires the tiniest amount of working out. Paul Inche, anyone?

So, no, perhaps *Jikkyou World Soccer '98* isn't the big step from the original we'd hoped it would be. But, it's *still* ten times better than the *FIFA* games and the cosmetic changes that *have* been wrung still manage to improve the game. For importers, this is as essential as ever. And for PAL owners, wait for *ISS '98*. It'll be worth it.

TIM WEAVER

TO BE CONTINUED... The PAL version of *JWS – ISS '98* – will be ready for review in September.

BAGGIO!
It'll be interesting to see what Tony Gubbins has to say for himself when *ISS '98* arrives, as his Japanese counterpart has some fantastically comprehensive commentary. In between all the gabbling, we could definitely pick out player and team names, which is some achievement on an N64 cart. Also, we noticed a "Baggio", a "Weah" and a "Shearer". Who needs CDs, eh?



ACCESSIBILITY
Understanding *Jikkyou World Soccer '98* is actually pretty difficult. You have been warned.

9 VISUALS
Still wondrous in ever department. And the ball's got a special *swish* in replays.

8 SOUNDS
Fantastic commentary. Er, in Japanese. But, just wait for *ISS '98*. The Gubster will be great.

9 MASTERY
Look at *World Cup '98*. Now look at this. It's amazing how superior in every single department this is.

8 LIFESPAN
Perhaps limited by the fact it's in Japanese but the core elements, i.e. the matches, are as terrifically accessible and deep as always.

VERDICT
Jikkyou World Soccer '98 is the football game *everyone* still has to better. Utterly sublime.

91%

MORTAL KOMBAT 4

Blood, blood, glorious blood.



M*ortal Kombat* is truly the game that refuses to go away. No matter how many dire, licence-milking wastes of cartridge space, such as *Trilogy* or the appalling *Mythologies*, Midway decide to release. And no matter how many scathing reviews they receive, the *MK* brand remains one of the strongest in the videogames world, possessing an almost *FIFA*-like ability to persuade gamers to part with their cash.

Mortal Kombat 4			
MIDWAY			
Out now (US)	96M	1/2	
September (UK)	Controller Pak	~~Cartridge back-up~~	Rumble Pak
$60 (approx £45)			

The single biggest factor behind the enduring appeal of the *Mortal Kombat* series has always been its massive gore level, specifically the outrageous fatalities. The very first instalment set the scene, with hearts ripped from living chests, heads violently removed, and gouts of bright red blood squirting around the screen at all times. The realism of the digitised graphics caused quite a storm of controversy within the industry, and home conversions had to be toned down considerably, featuring blood and guts only as an in-game cheat code.

Three sequels down the line and the game is certainly a lot less shy about showing off its true nature to pacifists across the country. The move to 3D has enabled the designers to create some eye-popping new fatalities, as well as recreate some old favourites with new camera

△ *Yes, you can now battle it out using giant clubs with spikes on the end.*



△ *There's a choice of 18 players; some new, some old, and three secret.*



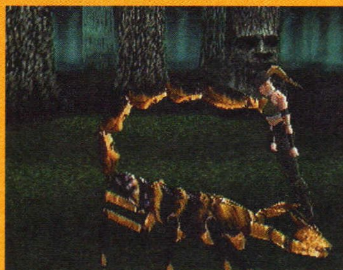
◁ *The evil Goro returns as a secret character – can you find him?*

◁ *Fireballs are back, as are all Lui Kang's best moves from the original game.*

Fatal attraction

Ahh, fatalities. How we've missed you. As the Mortal Kombat series has worn on, so the death moves have become more and more ridiculous. Animalities, brutalities, friendships... Yeuch. Babalities, anyone? Didn't think so. MK4 marks a return to the more primal, no-messing-about fatalities – two per character, to be performed only at the end of a match - and the new ones are great. The best one we saw was Quan Chi's, in which he tears off his opponent's leg and batters him to death with it. What a charmer.







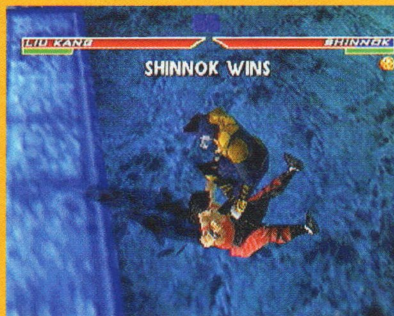


It's crunch time

Almost as gruesome as the fatalities are the assortment of fantastic limb-popping, bone-cracking, tendon-twanging throws and holds. A simple tap on Right-C near your opponent, and knees, elbows, shoulders and necks will be rotated 180° in the wrong direction; just listen to those hideous snapping, crunching, squelching sounds.







angles, and *MK4* is stuffed full of some of the most hilarious atrocities yet. The red stuff spurts in the traditional *MK* way every time a clean blow is landed, but the higher resolution of the graphics and the massively improved animation make it all seem far more convincing, in a comic book sort of way. For the first time in a good many years, *MK* is looking like something close to state of the art. The large, crisp characters are fairly well animated, although there are a *lot* of shared moves and sequences, and the pace of the fights is terrific – far quicker than the old versions. Unfortunately the camera system isn't quite so good, and you occasionally lose one of the fighters off the side of the screen for a moment.

In terms of gameplay though, it hasn't really changed much since *Trilogy*. Despite the excellent 3D graphics, it still plays almost exactly like the old 2D *Kombats*, with the addition of the obligatory token sidestep buttons. Many of the characters, such as Lui Kang, Raiden, Johnny Cage, Sonya Blade and Jax still have exactly the same moves and fatalities as they had in the original game, and even the new characters have an air of familiarity about them – remember the quarter circle fireball, and the good old drop-through-the-screen-and-stomp move? The best of the new features is the addition of weaponry. Each character has a special move that will whip out a large pointy implement, with which they can batter their opponents around the arena, even squishing them up against the TV screen. Weapons can be stolen, picked up off the floor, or thrown. Throws are now a little easier to perform, and there are no diagonals to worry about in any of the specials, which makes playing with a standard D-pad much less troublesome. It really is very easy – and very satisfying – to play.

So how does it compare with the paltry selection of decent beat-'em-ups that have been released on the N64 so far? Well, for the purist, *MK4* is unlikely to hold the same kind of appeal as the more complex *Fighters Destiny*, which is harder to master and offers more of a long-term challenge. *MK4* is a little too short of moves and innovation to really compete as a 'serious' fighter. But for those of you who found Imagineer's game slow and frustrating, and for *Mortal Kombat* fans in general, *MK4* is the fastest, best-looking fighter you can buy. It's easy to play, amusing to watch and, after the most recent efforts, it's a welcome return to form for the *MK* series.

MARTIN KITTS

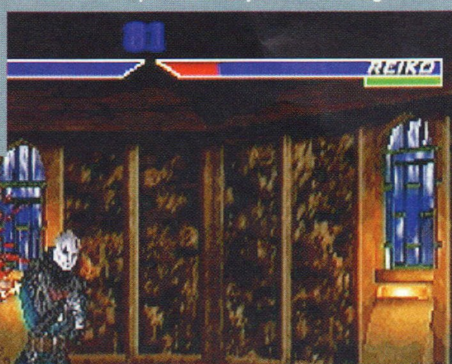


Noob Saibot, an ever-present secret character in the Mortal Kombat series, squares up to a cool 3D Scorpion.



Now that's no way to impress the ladies, is it? Lui Kang treats us to a demonstration of his unique 'pulling' technique.

Once Quan Chi has finished, Reiko will have lost several pints of red juice. And a leg.





Johnny Cage has a very nice green fireball move, but he still isn't one of our favourite characters. It's those shades.

MEAT HEAD

One of *MK4*'s secret characters is this rather scary looking rotting corpse. He doesn't have any moves of his own, acting instead as an alternative 'costume' for any of the standard characters. To select him you'll have to beat all 16 characters in the Group mode. Once you've accomplished this, the next time you select a character he'll start out looking like something out of American Psycho.





8 VISUALS
Sharp, smooth, realistic, and very fast.

8 SOUNDS
There's all the speech from the arcade version in there, and some excellent music.

6 MASTERY
It's not really pushing the machine, and there's some dodgy camera work at times.

8 LIFESPAN
Great fun with two players, especially in tournament or group mode.

VERDICT
You can't take it seriously, but an *MK4* tournament with your friends will provide more visceral thrills than any of the competition. Well worth a look.

84%

PREVIOUSLY IN N64 We did a Future Look on *Quest* (when it was still *Holy Magic Century*) way, way back in issue 4.

WINGING YOUR WAY...
One useful item found in each town, besides the save points that are hotels, is a variety of different 'wings'. Found in a provisions store – and that's the only item they offer, by the way – these allow players to automatically 'warp' to the relevant town. This can cut down on a large amount of back-tracking if, for example, you'd like to go in search of Elements you may have missed, or simply look (largely in vain) for secrets.





The old set of the BBC's ill-fated soap, Eldorado.



Using a magic attack always produces an impressive special effect, with pretty lighting.



Some of the town scenes are so very, very pretty...

Battles take place in an impromptu octagonal arena.

QUEST 64

Cancelled in Japan, and curiously re-born in America, *Holy Magic Century* arrives as *Quest*. It's the life of Brian.

RPGs and strategy games, siblings in software form, exchange friendly greetings in titles that embrace ideas and ideals from both. For proof supporting that perhaps needlessly over-wordy statement, look no further than *Quest 64*.

Although it features RPG mainstays like a largely relevant plot, characters to interact with and a 'hero' to guide through typical 'adventuresome' locales, the majority of *Quest 64*'s gameplay involves turn-based combat. And, with assailants appearing on a random and invariably all-too-frequent basis, saccharine-edged cartoon slaughter is forever first item on the *Quest* agenda.

So if you were to, say, expect Imagineer's much-delayed epic to be an RPG in much the same way as, for example, *Zelda: Ocarina of Time* is (or, rather, will be) an RPG, well... It's not. There are no 'puzzles' as such, main character Brian's feet remain resolutely on terra firma and there's little in the way of *real* plot progression. But there's *lots* of combat. So it's a stroke for different folk. And it takes different strokes to rule the world, yes it does...

Quest 64				
T•HQ				
Japan	Unlikely	96M		1-4
US	Out now	Controller Pak	~~Cartridge back-up~~	~~Rumble Pak~~
UK	Autumn			
$60 (approx £40)				

Let combat begin...

Although turn-based, *Quest 64*'s combat system requires a certain degree of arcade skills to perfect. Seemingly complex at first, it's actually surprisingly simple and easy to control. And here's how it works.

1 Let combat commence

If Brian is in any open area, forest or cave, the chances of him encountering roving groups of monsters are high. Once a monster/monsters appear, personal 'force fields' appear around them and Brian. These define the distance each character can move in any one given turn. A second, much larger area is defined by a white perimeter. This is the 'battle area'. Should Brian pass this boundary, he can escape. During early stages of Quest 64, Brian almost always gets to make the first move. However, later sections see entirely the opposite occur.





2 Close range attacks

When Brian is close to an opponent, a representation of his staff appears above the relevant head. By pressing the attack button, he strikes his assailant with his staff. While early monsters have simple, predictable and low-powered attacks, later assailants are a mite more clever. They'll have ranged attacks – some of which Brian can evade – as well as an entirely more damaging close-range assault.





3 Magic types

Magic attacks vary in form and behaviour, and generally have their own specific range of effect. A fireball spell, for example, can travel a decent distance, but won't travel further than, say, a third of the battle area. A Water Pillar attack, by contrast, is executed in front of Brian, its damage radius dictated by its on-screen representation. Against certain monsters (and certainly against 'boss' characters), ranged assaults are near essential.

Other, more subtle attacks include Restriction (immobilises an opponent), Ice Knife (a Water attack that damages monsters, and can also freeze them) and Drain Magic (which converts damage inflicted on assailants to magic points).

And, if things are looking grim, there's always the Escape spell...



4 Monster types

There are many, many different types of monster in Quest 64. Pixies, for example, are airborne and can't be reached for close combat; the Wyvern is a huge dragon-like creature that attacks with fire; the Treeant fires Wind Cutter spells; the Orc Jr uses Rock spells that are easy to evade. In fact, almost every creature Brian encounters can best be dealt with in a certain way. Adapting your strategy to counter theirs is important.

Quest 64's combat sequences are almost like a game of Paper-Scissors-Stone in some ways, but it's not that difficult to figure out how best to beat each monster.





5 Winning

It's simple. If Brian defeats his assailants, he gains experience that eventually manifests itself in a bigger hit point total, more magic points... Y'know, the usual. But if he loses, he's automatically sent back to the last location the player saved their position. As save positions are generally located in towns, dying can mean having to travel a loooong way before reaching the point formerly occupied.

With that in mind, it's often wise to leg it before a battle begins, especially if you're up against a big group of monsters, and you're not one hundred percent sure of winning.



SAVING THE WORLD

Saving your position in *Quest 64* is only possible in certain buildings. There are hotels in major towns that allow you to do so, and occasionally certain wilderness-dwelling folk allow you to 'stop over' before you enter a nearby forest or cave. One useful side-effect of saving your game is that your hit points are completely replenished. And that's always handy.

One thing we *really* like about *Quest 64*, though, is the small size of its save positions. You can get around 15 individual saves on a single controller pak, should you so wish, which makes taking screenshots of Imagineer's game surprisingly easy. But, of course, you didn't really want to know that.

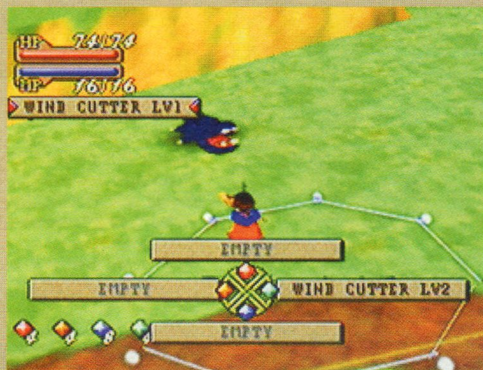


GO! GO!

Elemental, my dear watson

Brian begins *Quest 64* with a tiny magic capability. This can be increased by collecting Elements. Found hidden in a variety of locations around Celtland, this power can be allocated to one of four spell groups – Earth, Fire, Wind and Water. You can have up to a maximum of 50 elements (representing total mastery of a spell group) in any one category, and each type of magic is useful against different opponents.

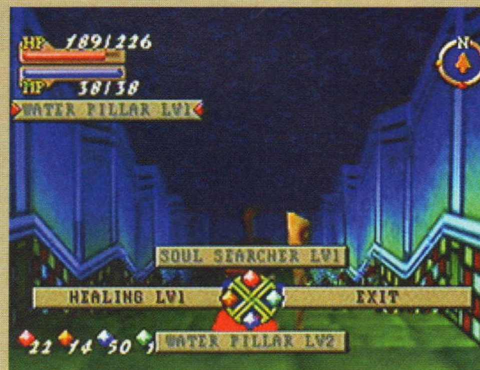
Water magic, for example, is a spell group that players will do well to favour, as it includes two healing spells that rapidly become essential. Judging which group to develop with each Element discovered is difficult, but it's generally wise to stick with one type until new spells appear, before moving on to the next – the addition of a single Element doesn't generally mean that Brian will automatically learn a new trick.



△ Early encounters see Brian possessing a limited repertoire of magical attacks. And, by far, the least of these is the Wind Cutter spell. It's useless.



△ Success in combat leads to allocation of Elements, boosting Brian's magical capabilities. These can also be found 'free' in certain areas, like the one above.



△ Of course, in later sections, the Healing spell is essential. After each encounter, it's usually necessary to use it several times to perk Brian up a bit.

Quest 64's beginning sees hero Brian – for you are he – setting out from a monastery. He's an apprentice Spirit Tamer, out on a quest to find his father and, ultimately, save the continent of Celtland. Of course, you've heard such basic story premises before. In RPG development circles, Tolkienesque journeys are *de rigueur*. A far cry from Thelma and Louise-style rites of passage, such adventures see heroes develop in strength and character. And, ahem, not fall off a cliff at the end.

Only, in *Quest 64*, Brian – and, yes, he really is called that and, no, you can't change the name – remains in stasis. No matter where you travel, or how strong he becomes, he's forever a vertically-challenged nipper with a propensity for scampering. Yes, he grows in power and magical stature with every aggressive encounter. But as a character? Well, at least he has the virtue of remaining relatively inoffensive.

That, however, is not the problem as such. The structure of *Quest 64* is fairly simple. There are 'outside' areas, in which Brian is attacked in random encounters. And, usually preceding a meeting with a 'boss'-type monster, there are forests where, again, Brian meets with much 'Where did they come from? Argh!'-type action. Finally, there are 'town' areas where the young lad's safe from attack, and gets to interact with the inhabitants.

Let's get one thing straight, though: this is 'interaction' with 'L' plates. A speech bubble appears over the head of any character in range, and a simple tap of button 'A' engages Brian in a one-sided conversation. The individual imparts their piece, Brian remains an inert, forever passive figure. But, and this is a big *but*, more often than not the dialogue offered is of no use at all. Feeble and poorly-scribed as a scene-setting device, and almost wilfully unimaginative, over 90 per cent of the text to read in *Quest 64* has no bearing on the 'quest' of the title whatsoever. Unforgivably, there are even a number of occasions where it's not clearly stated – after speaking to everyone in town – where Brian must go next. Granted, there's generally only one other place on the Start-activated map screen to visit at any one time, but hey...

There are no examples of what you could describe as 'puzzles' in *Quest 64*. There's no monetary system – instead, certain citizens with philanthropic tendencies 'give' Brian objects, or he occasionally gains them after a fight. In fact, outside the confines of its battle mode, *Quest 64* offers nothing to tax the mind of any N64 owner.

Quest 64 *is an inordinately pretty game. Its town areas are vibrant and evocative, providing a real sense of 'being there'.*

▽ Whoops. Brian missed his attack, and must now face the consequences.





△ Sorry, Bri. A wee tyke like you has got no chance with a lady like that. Try growing a bit more.

▽ Back off! The King of Beasts is in no mood to receive visitors.



▽ Some of the scenery and locations do fall on the pretty side of 'ooooh!'

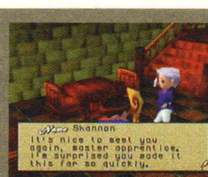






Brian is the name on everybody's lips in the world of Celtland.

Looks like this might be a good place to pick up some water spells.



Meeting old friends gives Brian the chance to learn new information.





The buildings usually contain things to do and people to see.



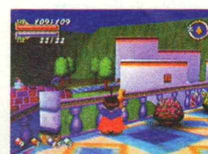
You'll love this fierce beasty, and all his evil friends.

The woods are full of strange creatures spoiling for a good scrap.

NIGHT AND DAY

One strange feature of *Quest 64* is its habit of changing its lighting in accordance with an internal clock, mimicking daily progress from light to dark. Lovely, it is. Of course, it's a little more likely you'll end up getting lost in the dark – *Quest*'s compass being a feeble means of ascertaining your whereabouts at the best of times – but it's certainly a thoughtful touch.





Go, now, if you will, and read the boxes describing *Quest*'s combat sequences and magic system. Finished? Then we'll continue.

Quest 64's battles are, although often too frequent in number, very enjoyable. By adding certain real-time features to a turn-based combat system, Imagineer have sought to involve the player to a greater degree. And, by and large, they've succeeded. The magic system encourages rational thinking and experiment – like: should I hit this ice monster with a fire attack? No, I'll try that Ice Dagger attack... – and allows players to develop Brian's abilities as they see fit, thanks to the player-controlled allocation of elemental power.



A 'proper' hotel and tavern with no food left? What kind of joint is this?

So, in a sense, *Quest 64* is less RPG, more turn-based strategy game with RPG overtones. Or, if you want to look at matters another way, an 'old skool' adventure that owes more to late NES and early SNES role playing games than, say, the later, more sophisticated works of Enix, or Square, or any other such developer.

It's an 'old skool' adventure... owing more to late SNES RPGs than the later, more sophisticated works of Enix, or Square.

While glancing around this review, you may notice that *Quest 64* is, on a number of occasions, an inordinately pretty game. Its town areas are, in particular, vibrant and evocative, providing a real sense of 'being there' with their pleasing detail and solidity. But, ultimately... Well, the contribution these visuals make, in any manner other than the aesthetic, is minimal. You can wander into buildings and natter with individuals, or look for treasure chests containing goodies, but that's as far as the interaction goes. When Brian's out travelling across a landscape, the invariably attractive view before him is just yet more land to walk over, and be attacked on.

Brian's first four sub-adventures involve the retrieval of four orbs – wind, earth, fire and water respectively – and, predictably, each is gained by travelling through a dangerous cave or forest in order to meet a 'boss' monster. These bosses are, by and large, rather simple to beat, with a little thought and careful conserving of healing items. After each individual has been dispatched, Brian gets to explore a new area of Celtland. Trouble is, each area has its own lovely town (or possibly two), and landscapes to wander over... But it's all eye candy, and little more. It's satisfying to visit new places, and even to read the pap their inhabitants have to impart, but the fact remains: these are just sights to 'see'. You can't 'do' anything with them.

Still, *Quest 64* *is* an enjoyable game, despite its lightweight plot and relative simplicity. There are a number of points we'd like to see addressed before a UK release – for example, the addition of more than one piece of combat music, and perhaps someone could try and optimise the town sections so there's not *quite* so much slowdown – but in no way would, say, your average RPG nut be too disappointed. Like Goemon, it's fairly easy to finish, but the desire to satisfy completist urges is catered for in the form of the different Elements to collect. After all, unless you find *every single one*, it's not as if you've truly finished the game, is it? Well, *is* it?

But *Quest 64* is not a *great* game. Just good. And, despite the huge number of words available to describe it, there's only one truly suited to the task: 'nice'. *Quest 64* is 'nice'. Expect a *Zelda* or a *Final Fantasy* and you'll be sorely unamused. Hope for a 'nice' little diversion *sans* puzzles and complexity, but with pretty towns and a novel combat system, you'll not... cue drumroll... regret request*ing* a copy from your local software emporium. At least, not *too* much...

JAMES PRICE

7 VISUALS
Very pretty but somewhat repetitive and nondescript in places.

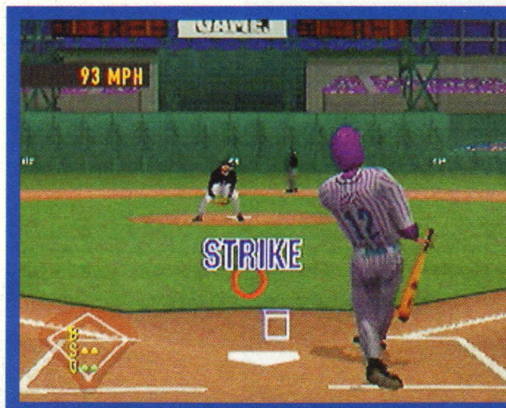
3 SOUNDS
Repetitive and annoying music. Sound effects are functional at best.

5 MASTERY
The basic structure's as old as the hills.

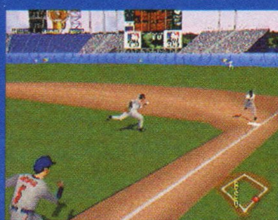
6 LIFESPAN
It's not difficult to complete but there's enough to keep you going for a bit.

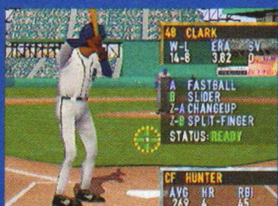
VERDICT
Not brilliant, but certainly 'nice'. Entertaining... While it lasts.

71%



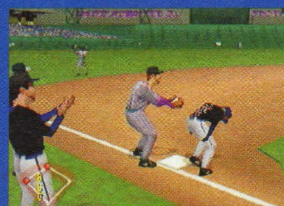
△ He swings, he misses, he's out of here.





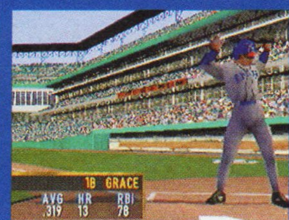
◁ Racing towards first base. Will he make it? Probably not.

Polite applause from the sidelines. ▽



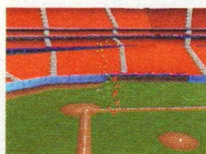


Grace is introduced to the crowd. ▷



Major League Baseball				
NINTENDO				
(US) Out now	128M			1-4
(UK) TBA	~~Controller Pak~~	Cartridge back-up	~~Rumble Pak~~	
$60 (approx £45)				

FIREWORKS
If you can't manage to score a home run, you can see the pretty fireworks display for free by pressing Z and R together in the View Stadium mode. Oooh. Ahhh. Lovely.





MAJOR LEAGUE BASEBALL

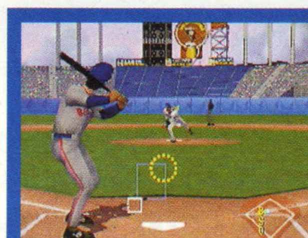
FEATURING KEN GRIFFEY JR

More than just Rounders in pyjamas...

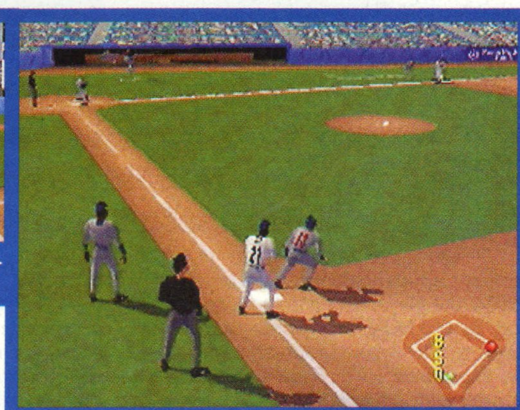
Despite what our extensive *Banjo-Kazooie* coverage might have lead you to believe, this month's biggest event was not the release of Rare's game. It was something we had been looking forward to for months – the fabled day when not one but *two* baseball games would arrive in the office at the same time – it was absolute anarchy in the games room, with Tim and Wil almost coming to blows over which one to play first, and... Oh. Sorry.

No two ways about it, baseball is an extremely boring sport, as anyone who has ever tried to watch a game on Channel 5 will testify. The games last for hours, and the only things the commentators ever seem to get excited about are the pages and pages of deadly dull statistics that pop up on the screen after each brief flurry of activity on the field. But the Americans love every dreary minute of it, and consequently, Nintendo's *Major League Baseball* has been near the top of many Yankee wish lists for quite some time now. So we'll try and appreciate it as an N64 game, not as a simulation of one of the world's dullest sports.

Gameplay is fairly simple and hassle-free – you don't need to know all the intricate rules and regulations to understand what's going on. Pitching, always the easiest part of a baseball game, is performed in much the same way as Konami's *Power Pro Baseball*. You move a blinking cursor to where you want the ball to go, select one of four different types of throw, and watch the ball hurtle towards the batter at a ridiculous speed. Which makes batting a bit of a hit and miss, miss, miss affair, until you realise that you have to start your swing almost as soon as the ball leaves the pitcher's hand.



The camera angles are always very impressive. ▷



With the computer varying the speed and direction of every pitch, it can be frustratingly difficult to make contact with the ball, as you simply don't have enough time to move the batting cursor over the small white square that indicates where the ball is heading. With practice, we did manage to hit a couple of 'homers', and were rewarded with fireworks and high fives from the dugout, but most of the time the computer just administered a merciless thrashing.

Graphics are acceptable, rather than spectacular. The players are well animated, and the camera cuts away quickly and smoothly to give TV-style views of the action. Unfortunately, the dreaded N64 fuzz is present in headache-inducing amounts, making the whole game look like it's being viewed through tracing paper. The players also appear to have detachable limbs, double jointed wrists and elbows, and disturbing Peter Beardsley humps on their backs. They're not quite as ugly as *World Cup 98*'s but it's a close run thing.

At least it plays better than it looks. As an arcadey sort of baseball game it works very well. You don't need to use every button on the control pad, and the swift pace of the game means that you don't have to wait more than a minute or two to get a turn at batting. But players wanting a more authentic baseball experience might want to look elsewhere...

MARTIN KITTS

VISUALS 6
Brilliantly animated fuzzy uglymen.

SOUNDS 7
Authentic stadium noise, and comments from the world famous Grifter.

MASTERY 5
You'd think Nintendo would have told developers Angel Studios how to turn the fuzz off.

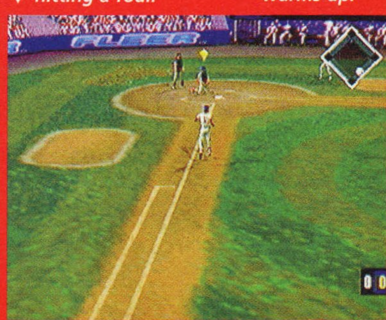
LIFESPAN 7
Playing through an entire season will take forever.

VERDICT
A *Wayne Gretzky* sort of baseball game. Fast and furious, but is that what baseball fans enjoy?

74%

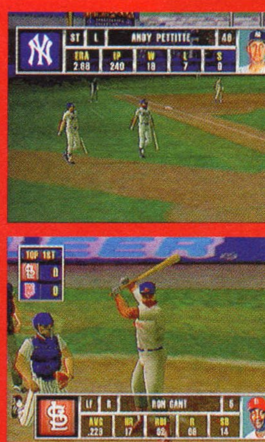


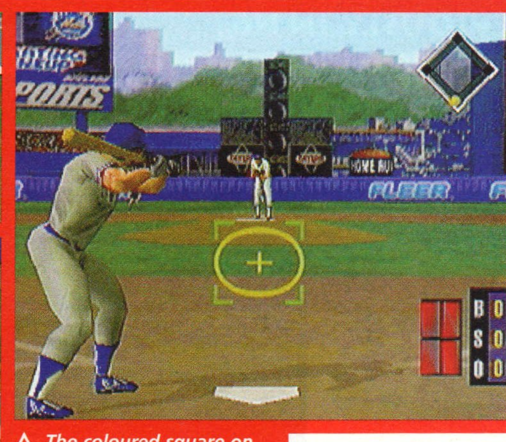
There are several more pages of options to play around with.



Walking back to the plate after hitting a foul.

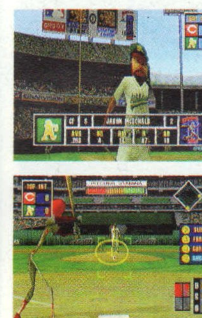
One player bats, the other one warms up.





The coloured square on the right shows who commands each segment of the strike zone.

WAFER THIN
As in other Acclaim sports games, there are tonnes of secret cheats to find. Try entering PRPPAPLYR to turn your team into a scary bunch of bendy paper cutouts.



The *really* Beautiful Game...

ALL STAR BASEBALL

All Star Baseball			
ACCLAIM			
US: Out now	96M		1-4
UK: TBA	Controller Pak	~~Cartridge back-up~~	Rumble Pak
$60 (approx £45)			



Ken Griffey features in two games this month!

Three strikes and you're out.

The second part of this month's glorious festival of baseball is a rather different kettle of fish. It caused work to grind to a halt throughout the building as a crowd of drooling onlookers gathered to marvel at what must surely be the N64's most impressive-looking game to date. It even managed to provoke a reaction out of James, who strolled into the games room, looked at the screen and said: "Oh. baseball." And then strolled on out again. Now *that's* praise.

You really do have to see *All Star Baseball* in action to appreciate the sheer beauty of its hi-res graphics. It's so sharp, so fluid, that were it not for the little menus and cursors on screen, you could almost mistake it for a TV broadcast. The stadiums are incredibly detailed, right down to the cityscapes visible through the gaps and windows, and the jumbo TV screens in the distance that show close ups of the action. The 700 players are based on their real life counterparts and, unlike *MLB*, they actually look like their photos. They even have accurate stances and batting styles, and vary enough for you to tell them apart without having to look at the name captions. It's an incredible feat of 3D modelling, and all the more impressive when you take into account the light sourcing, which casts multiple shadows in floodlit games, the soft skinning, which eliminates all those unsightly polygon seams, and the consistently high frame rate.

It does, however, suffer from the same problem as *QuarterBack Club*, namely that it looks a little cold and soulless when the players stop moving, but that's not really a serious complaint. It's just that it's a bit disturbing seeing players that look this realistic not actually breathing.

All Star plays much more like a simulation than *Major League*. The games can take hours, with most of the time being spent waiting for the batters to step up to the plate and the pitcher to compose himself. The action is over in a second, assuming the batter misses, and then there's another period of waiting for the players to settle down again before the next ball can be thrown.

But despite all the enforced breaks in the action, we found *All Star* was considerably more engrossing to play than Nintendo's effort. It's slower, so it's easier to hit the ball, and the pitching system is a lot better, with eight different balls available to each pitcher, and the rumble pak used to great effect to warn you when you're aiming outside the strike zone. The amount of options available during the game can be a bit bewildering – especially if, like us, you don't really know anything about baseball – but it's possible to get by using only the basic commands.

So, which of this month's baseball twosome should you go for? Well, for our money *All Star* is a much better bet. It might take almost as long as the real thing to play, but it's meticulously designed, it's full of all the options *MLB* lacks (including a super-detailed Create-a-player mode), and, most importantly, it'll impress the hell out of your mates.

MARTIN KITTS

9 VISUALS
Thump, thump, thump (the sound of jaws hitting the floor).

5 SOUNDS
Lacks atmosphere – the crowd can't be bothered to cheer.

8 MASTERY
Much easier to control than any other baseball game.

8 LIFESPAN
More than enough options to keep you interested.

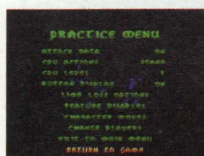
VERDICT
About as good as baseball sims are ever likely to get.

84%

PREVIOUSLY IN N64 We took a Future Look at *Bio Freaks* back in issue 13.

PRACTICE MAKES PERFECT
Again, we've all seen practice modes on fighting games before now, but the *Bio Freaks* equivalent is really rather smart. You can tailor the behaviour of the 'dummy', disable moves and features – pretty much everything. And, of course, there's a large moves list available to summon, so you can practice the more complex, gore-getting attacks. Trouble is, they never seem to work as well during proper matches...







△ The fact that wounds continue to gush blood is particularly gruesome.

△ Bio Freaks *is a very dark and gloomy game. Miserable git.*

▷ A genuine flying battle. Such as it is. One punch 'wins' it. Shame.





△ Don't laugh. If your arm fell off, you'd have a big crinkly mouth, too.

◁ No flamethrower action. With Purge, that's rare...

I bet this is some kind of 'blow inflicted' event. And it is. You owe me a fiver. ▷



The team battle option. You can have up to five fruity fighters on each side. ▽





My itinerary for today reads thus:
1: Re-arrange the following words into a typical, formulaic review-type summary: is, the, not, *Bio Freaks*, genre-defining, superlative, N64, fighting, game, the and needs.
2: Deride *Bio Freaks* for lacking cohesive, free-flowing move sequences and all-important 'balance'.
3: Remember to use the word 'hyperbole' in the correct context, eg: 'The hyperbole surrounding my rocket ship underpants began amongst the admiring supermodel cognoscente.'
4: Play *Bio Freaks* more, when everything about it makes it the kind of fighting game I usually dislike but, strangely, in this instance, don't mind.
5: Make note to never again begin a review with a numbered series of points in the guise of an 'itinerary'.
Onwards then...

BIO FR

Two new beat-'em-ups in one month. Freakish indeed...

The arenas

Bio Freaks is not your average, common-or-garden beat-'em-up. Most of its ten arenas lend themselves towards terrain-influenced fights, with players kicking each other into lava, off cliffs and other such ruck-based nonsense. What's more, they're conducive to sneaky 'leg it, then shoot from a safe spot'-style play. Naturally, you'll want to know all about them. So here's the lot, in all their glory…

Practice stage

This one's a wireframe monstrosity. If you've seen Tron, you'll be keeping one eye out for futuristic cyber-cycles, for fear of being run over. No, really.

Any hazards or special features to speak of? Nope. Being a 'training' stage, it's perfectly safe for, say, toddlers, small mice and curious badgers – and more besides.

What's really good, right, is when you… Play on this stage, it's a fair mano-et-mano encounter. With terrain no longer an issue, it's your attacks alone that count.



What are the Sabotage and Bullzeye doing in the picture? Fighting, of course. And doesn't Sabotage look great with that nice little 'off the shoulder' number? Heh heh.

Easy stage 1



With the Statue of Liberty in one corner, this one reminds us of Planet of the Apes. Imagine that, eh? Monkeys running the earth? Hang on, though…

Any hazards or special features? There's a furnace at one end. Push your opponent inside it and they'll burn for a moment, before being hurled back out.

What's really good, right, is when you… Punch your opponent out of the air and into the furnace. Oh, and when the Mrs Liberty chants the mantra: 'There's no tea to beat PG – it's the taste.' Only joking…

What are Sappo and Delta doing? Delta's doing one of her laser attacks. Kind of like a John Michelle Jarré concert, with similar soul-piercing potential.

Easy stage 2

An uninteresting level this – rather like the training stage, but with a fully-fledged textured background.

Any hazards or special features? Nope.



What's really good, right, is when you… Finish fighting in this arena and move on to a more interesting one.

What are Psyclown and Minatek doing? Basic, run-of-the-mill punch and kick combos in a basic, run-of-the-mill arena. Yawn.

Easy Stage 3

It's as gloomy and dark as its companion levels, but… Is that a hint of cheery lighting we see in one corner? And a hint of fairground music in the background?



Any hazards or special features? Well, there are a few boxes you can hide behind. We tried to stand on them, but they tend to make your fighter wobble in an undignified (and unintentional) manner.

What's really good, right, is when you… Launch into a series of combos in time to the faint fairground music. Oh, and trapping your opponent behind one of those boxes.

What are Sappo and Purge doing? Purge is showing off one of his many flame attacks, Sappo's heading for the hills.

Medium stage 1



A great level, this. Minimalist in that there's not much happening on the ground, spice is added with the addition of raised platforms around the interior walls.

Any hazards or special features? No dangerous stuff, but you can – if you're despicable – try to 'camp' on a platform and shoot your opponent out of the air when they try to join you…

What's really good, right, is when you… 'Camp' on a platform and shoot your opponent out of the air. Heh heh heh.

What are Delta and Psyclown doing? Delta's sniping. And Psyclown's probably getting a bit peeved by now…

GO! GO!



EAKS

Bio Freaks			
MIDWAY			
US: Out now	128M		1-4
UK: TBA	~~Controller Pak~~	Cartridge back-up	Rumble Pak
$60 (approx £40)			

Biological Flying Robotic Enhanced Armoured Killing Synthoids, or *Bio Freaks*, is a beat-'em-up. But cast all thoughts of *Virtua Fighter* or *Tekken* from your mind. Don't even consider *Street Fighter* series mainstays, or the increasingly less tangible merits of the *Mortal Kombat* series.

You see, combat in *Bio Freaks* takes place in a series of themed arenas. These are large, and often feature elements that players can interact with, like platforms to stand on, or lava to fall in to. Secondly, its protagonists – an eclectic and well-defined collection of folks, more on which later – can fly for periods dictated by a separate energy bar. Each has a projectile attack, accessed via a simple button press. Finally, a 'shield' move grants a degree of protection for a limited timespan. Oh, and all characters can move 'around' their opponents, too.

Gun-ho

Individually, each of the above features could be considered good, even noteworthy ideas. In practice, their inclusion makes *Bio Freaks* an unwieldy game to play, the design equivalent of sticking a ferret up the trouser leg of a man on stilts.

Street Fighter has long been criticised for its projectile attacks, as less sporting individuals often attempt to hide behind a barrage of Ryu's fireballs. But, at very least, its relatively small screen area means that it's possible for the defending player to nimbly leap across and remonstrate. *Bio Freaks*, by contrast, has long-range attacks that are instigated with the press of a single button. You can fly or jump to dodge such assaults, of course, but so too can your opponent. The fact that it's so easy to launch a rain of bullets from the other side of an arena leads to many arbitrary, tit-for-tat exchanges of ammunition. Many battles, then, are not so much fights to the death as wars of attrition.

The ability to fly is fine in principle, but in practice it allows players to evade and, again, pepper their opponents with firepower from a distance. What's more, the mid-air battles its inclusion promises is never quite realised. You can hover alongside an opponent and deliver a blow that sends them plummeting to the ground, but that's about it.

The 'shield' move, too, leaves a lot to be desired. Once activated, this awards a degree of protection to

The arenas contd.

Medium stage 2

One of the more involved levels. With raised platforms and a dangerous lava pool on one side, this stage lends itself to mid-air battles.

Any hazards or special features? Yep, the lava and the 'lavafall' that fills it.

What's really good, right, is when you... Knock your opponent into the lava. Well, naturally. Then, while they writhe, you find a good spot from which to do it again...

What are Purge and Zipperhead doing? After much arbitrary exchanging of fire and bullets between the pair, Purge's arm has fallen off. But isn't that always the way?



Hard stage 1

Singing lava, lava, lava, lava...

Any hazards or special features? Well, there's the small matter of the arena being surrounded by lava. But, apart from that, no.

What's really good, right, is when you... Stop trying to knock each other over the ledge and into the lava and get on with some *real* fighting. Sheesh.

What are Bullzeye and Sabotage doing? Bullzeye has just performed, strangely, a foot stamp, and Sabotage is hopping in agony. Yet when her arm falls off, she hardly blinks. Weird.



Hard stage 2

A good stage this, with a few higher platforms to practice your marksmanship from.

Any hazards or special features? Oh yes. There are openings where working machinery is exposed. Push your opponent inside, and they're flung back out *sans* at least one limb. Fab.



What's really good, right, is when you... Actually get the above to work – the collision detection appears to be a bit wonky when you push someone against the animated panel.

What are Zipperhead and Minatek doing? Guess...

Hard stage 3

Replace the lava of Hard arena 1 with green goo (it's some kind of toxic waste, we'd presume) and, voilà – you have the third Hard stage.

Any hazards or special features? See above.



What's really good, right, is when you... Play as Sabotage and throw a sword through your opponent's body, flinging them into the green gunk in the process.

What are Sabotage and Delta doing? Again, see above...

Hard stage 4

You'll need to be nifty with your jump jets to enjoy this arena.

Any hazards or special features? Well, there are loads of platforms of different sizes. If you're eager for a more strategic type of bout, this is the stage to go for.



What's really good, right, is when you... Punch your nemesis in the pants, causing them to topple from the platform you're on.

What are Sappo and Purge doing? Playing hide and seek. Note just how far the camera can zoom out. It's not much use if you've only got a tiny portable TV, though...

the player in question. They're capable of approaching their opponent with impunity, safe from the body-ripping rigours of gunfire. Trouble is, it's all too easy for the rival in question to activate their own shield, or simply fly out of harm's reach until its power runs out.

Gore blimey, guv'ner

The incentive to get closer to an opponent and execute 'proper' moves is provided by *Bio Freaks*' high gore content. Put plainly, you can remove limbs from your opponents. Do so, and the round continues as the sizable wound inflicted on your rival pours with blood – a particularly gruesome sight. More serious, bout-winning moves such as decapitations are also on offer; it's even possible to slice your nemesis in half.

Like a twisted take on the Pavlovian reward system, this OTT violence encourages (but far from guarantees) a more traditional brand of face-to-face combat. But even these close-range encounters aren't as satisfying as they perhaps should be. Somehow, the combatants appear just a fraction too slow to facilitate flowing, well-constructed attacks. And, while each character may have around 20 unique moves, these are often a pain to perform, especially while under fire. The temptation to simply not bother and find a decent vantage point to snipe from is considerable and difficult to resist.

Fly me to the moon

Another unusual *Bio Freaks* feature is its character's ability to fly. With an energy bar dictating the duration, players can send their fighter airborne. Short bursts of power are best – and allow you to stay aloft for longer – but don't get your hopes up for Japanese Manga-style mid-air battles. You see, one punch sends either combatant hurtling towards the ground, so it's best used for strafing and getting about the place. Oh, and it's handy for scarpering, too.





Despite his rotor blades, Purge can't remain in the air for any longer.

This is what happens when someone lands a punch – a mere plummet! Underpant!

The joy of air-based diagonal sniping... Basically, there's none. But it works...

Of course, the best bit about being able to fly is legging it. But don't get caught.

YOUR BIO FREAK SMELLS OF WEE

The Taunt move may not be a *Bio Freaks* innovation, but it does do them well. From Sappo's put-thumb-on-nose-and-wiggle-fingers move to Delta bending over and patting her bum with her sword – with a suitably sassy accompanying comment – there are an eclectic range of 'digs' on offer. There are also, if you spend the time to find them, a fair number of actual moves that are worth a quick snigger, the best of which is probably Bullzeye's 'dance' move. He fires his gun, and his opponent, obligingly, does a quick jig. Marvellous.





Purge's flame attacks are among the best offensive moves in the game. Firetastic, mates.



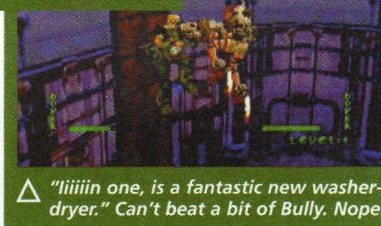
This is one of our faves. And, better still, it leaves you in a great position to run away afterwards.

You lose. And to Psyclown. A clown that's just a tad psycho. Crazy, eh?

Cracking names to accompany some cracking bones.



And, of course, the scantily clad ladies.



"Iiiiiin one, is a fantastic new washer-dryer." Can't beat a bit of Bully. Nope.

Bio Freaks does, however, distance itself from a number of its contemporaries in one significant respect: it looks fabulous. Each character is superbly crafted, with no trace of clipping or flicker. At close range during the obligatory pre-match posturing, it's hard not to marvel at the quality of each fighter's textured physiques. *Bio Freaks* is also enriched as a visual experience by its sheer range of incidental animations, like blinking, smiling, drooling and, ahem, farting.

Apparently, *Bio Freaks* was originally pencilled in for launch as an arcade machine, but Midway decided to launch it for console instead. It's not hard to understand why. Too flawed to be a great game, yet enjoyable enough to be categorised somewhere above the all-important average mark, *Bio Freaks* is a queasy alliance of gimmicks, stunning visuals and stilted, difficult to categorise gameplay.

A conclusion, then: Genre-defining needs superlative fighting game the *Bio Freaks* N64 is not game. And that's a shame damn.

JAMES PRICE

8 VISUALS
Superb close-up, merely very good during battles. The arenas could be more detailed.

6 SOUNDS
A wide assortment of tunes, and the expected screams, grunts and even howls of pain.

7 MASTERY
Only the N64 could manage the superb character animation and definition.

7 LIFESPAN
There are plenty of things to discover so it'll keep you engrossed for a fair old while.

VERDICT
Bio Freaks will delight casual players, but disappoint brawling purists.

76%



Queen. Again. Killing someone. She's got a problem.

The arrow stands over the piece that's available to move. Handy, that.

There's the deer skeleton attached to a wheelbarrow. Needlessly weird.

The old Queen deals out some rough justice to a scraggy old pawn. Nice one.

The board, with the help of some camera twitching.

Titus. Watch him yelp... Then gun him down with an air rifle. No, really.

VIRTUAL CHESS

Banjo? Pah! Chess is where the N64's at...

VISUALS 7

As good as a chess board is going to look, but general presentation is a bit Robin Reliant.

SOUNDS 3

Over 50 different sound effects, all of which are the same, and some soothing ambience.

MASTERY 7

Hard working AI that'll run rings round you to start with.

LIFESPAN 9

Well, really, it's infinite and, if you like chess (which is kind of a prerequisite for buying *Virtual Chess*) then this is perfection itself.

VERDICT

Shabbily presented but as close to a rattling good think-frenzy with Kasparov as you're going to get. Your move, then.

76%

Chess, then. A game that you can buy for 20p at your local car boot sale, along with a side order of Alvin Stardust LPs. But, of course, that particular version of chess, with its bent corners and missing pieces, doesn't have a computer opponent with championship AI, 360° tilt on the board, high-res graphics and piece-taking animations, does it?

All of which *Virtual Chess* does, indeed, have, as well as a Tutorial presented by the lovable, and obviously rabid, Titus the Fox, multiple difficulty levels and end-of-game cut scenes where a fat bloke in a Viking suit knocks on a small fairytale house (five or six times) and then watches the door fall open on him and crush him, unfortunately, to death.



"Ooooh. Aren't you naughhhhty? Tsk. What am I going to with you? Er, you fat pig. Oh, just let me kill you, eh?"

What we all want to know, though, more than what cosmetic accompaniment there is, is whether *Virtual Chess* does a sturdy job of recreating the thinking man's board game. And the answer is 'yes', all be it in a slightly ugly way. See, the high-res graphics are entirely reserved for the in-game proceedings leaving the rest of *Virtual Chess* to look like a shabby old mess. The options screen, for example, looks like it's been scribbled on with felt tips and the tutorial, with Titus, is useful but hideous to watch unfold. Especially when he attempts to smile or move. Best lay down those hunting traps and hope he catches his leg.

Be thankful, then, that the actual process of playing chess is really very good. The fact that this is on the N64 – a machine with the celebrated ability of creating supremely high levels of AI with very little work – obviously helps, but Titus have been careful to shunt a CPU opponent, on the higher difficulty settings, of world championship standard into the game. In fact, the same system incorporated here, was able to defeat chess master Gary Kasparov, so expect a tough old battle when you're feeling ready to up the stakes a bit.

Once you've taken a piece from your opponent, all the other pieces clear off and the two pieces in contention turn into completely different animals/humans/things. So, when you take a pawn with a knight, you'll be watching a fat grunt with stubble and rubbish clothes (the pawn) be butted bull-style by the skeleton head of a deer attached to a wheelbarrow (the knight). It's not really very impressive, though, and looks shamefully amateur.

Virtual Chess			
TITUS			
US: Out now	64M		1-4
UK: TBA	Controller Pak	Cartridge back	Rumble Pak
Japan: TBA			
$50 (approx £35)			

The game itself is actually pretty difficult, as you'd expect but, throughout the contest, you can seek the CPU's ideal move by pressing the B button. Strangely, though, it'll sometimes tell you to move to a certain place – which you do, trusting its judgement – and then move in on your King and devastate your second line. This back-stabbing occurs pretty frequently so, for the first timer, there's really very little margin for error.

So, is *Virtual Chess* worth a go? Well, it's an expensive alternative to a game you've probably got hidden away in a cupboard somewhere but, equally, it's a good deal more challenging than a Sunday afternoon tête-à-tête with Grandad and his cabbage smell. And, crucially, this opponent is always willing to play and doesn't talk about mobile libraries...

TIM WEAVER

N64 MAGAZINE competition

WIN VIDEOS!!

Like a slightly dodgy carnival, full to the brim with scary-faced loons called Angelo and freaks who stick pins in themselves, the N64 Compo rolls into town once again...

There's nothing worse than flicking on the box, of a Saturday eve, and being faced with the prospect of City Central, Casualty re-runs, one lottery number and a TV movie called 'Death Stalker: Hate in a Wheelbarrow' starring Victoria Principal and David Warner and set in a Hungarian farming village. Only Match of the Day can rescue you now except... Except... Jimmy Hill is explaining the rules of the professional foul. Aaaaaaaaaaaaaargh!

Luckily, **N64** and top anime peddlers A.D.Vision have got together to save your Saturday nights. Up for grabs this month are two fantastic anime action-fests, Neon Genesis Evangelion (PG) and Dirty Pair Flash (12), new to the UK and – in a Cleopatra-style turn of events – comin' atcha! Both come complete with wide-eyed, short-skirted Japanese schoolgirls and dubbing from quality B-movie actors.

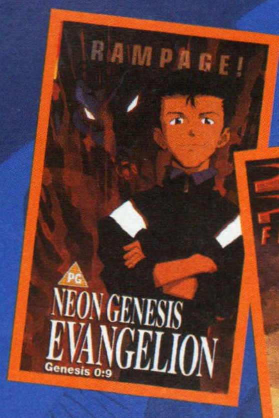
Neon Genesis Evangelion comprises two more episodes – 17 and 18, actually – in the on-going series from Director Hideaki Anno and Dirty Pair Flash – cracking title! – has the first two episodes of a series that could go on as long. Both have been watched by Wil and both have received a hearty thumbs up from the Wise One From Essex. So, what are you waiting for?

Oh, yes, what you have to do. Well, it's fairly simple, really. We want to decorate our walls a little. Spice things up a bit in the old interior decoration department. Put pen to paper and draw us a manga-style cartoon strip. We don't care what it's about, as long as it makes us sit up and look, and as long as it's no more than ten panels long. Okay? Can't wait, us.

How to enter

Simply send your scribblings to:

Vidi Amin
N64 Magazine
30 Monmouth Street
Bath
BA1 2BW





The prizes

Want to own those videos? Just send us a cartoon strip of up to ten panels. James'll have a look, Tim'll have a look, Martin'll have a stare, Andrea'll go on holiday (again), Paul'll do an impression of Captain Pugwash and Wil *will* – ha! – make the final decision. Or not. Depends how we feel. And what his hair looks like on the closing date. The best five entries will each receive a copy of Neon Genesis Evangelion, Dirty Pair Flash and a big old exclusive-style poster. The very best will also have their work printed in a future issue of **N64** Magazine. Nicely!

Rules

1. The closing date for entries is September 1st. 1998.
2. Employees of Future and A.D.Vision may not – that's *not* – enter.
3. Include a stamp, an address and an envelope if you want your masterpiece back.
4. The Editor says: "My decision is final. Or someone's going to get it big-style."
5. Matthew Kelly.

HOW TO...
build winning landscapes in
WETRIX

by Daniel Glenfield

Water game! It's sea-perb. Dripping brilliant! SLAP! (*Whoops. Daniel seems to have had an accident with my hand – Tim.*)



A great little game is *Wetrix*. It might not be the essential purchase of the summer, but as puzzle games go, it's certainly one of the best.

Your first couple of games – if you're anything like us – quickly end in a watery grave, but learn the basics and you can soon build scores into the hundreds of thousands and – with practice – millions.

We'll open a new section in I'm the Best for *Wetrix* if we get enough entries. To get to the top of the leaderboard, you might find these tips useful.

PREVIOUSLY IN N64 We reviewed watery puzzler *Wetrix* back in issue 15.

BEFORE YOU START

Master the basics. You know it makes sense.

- Make sure you complete all eight of the practice lessons before venturing into *Wetrix*'s other game modes and make sure you are comfortable with each one. Spend time on the last lesson watching the computer and only move on when you can beat him to the 25,000 point mark. All this may take a while but it really is worth it.
- Use the D-pad rather than the analogue stick. It's slightly slower but makes it easier to position uppers, downers etc.
- Experiment with your first few go's on what shape base you're going to build, and try to build pools for ducks early on as well as a bomb pile (more on that later). Alternatively, just copy ours.





GENERAL TIPS

Camera
Medium zoom is the preferred distance as it lets you see all the area that you need to while being close enough to allow for pinpoint accuracy when placing pieces together. When coupled with the Top-C view (almost directly above the playing area) *Wetrix* becomes (slightly) easier to play.



Perimeter
Vitally important to your game, the perimeter stops water from falling into the drain and causing the dreaded 'Game Over' message to appear. Build your barrier all the way around the edge of the playing area to hold as much water as you can. Make the walls higher to hold more water, but we don't recommend raising them above two levels due to the increased risk of earthquakes.



Base plan
When starting a new game get the base right. If you screw up, start again – don't carry on as you'll only make it harder for yourself.



Drips
Any areas which are leaking water have a blue/yellow arrow indicating precisely where the drips are. On their own drips aren't a problem, but when there are several the drain will fill up rapidly, causing you to lose the game. Plug up multiple drips with an upper (you can always reduce the land to what it was when the correct downer appears).



Earthquakes
The bane of *Wetrix*. An earthquake will destroy random pieces of raised land, causing any water they were containing to leak and fill up the drain. Should an earthquake occur you need to dump pieces anywhere unless they are uppers, in which case put them along damaged parts of the perimeter while fireballs are used to evaporate large lakes.







Saving space
When using the square uppers to create two ponds next to each other, overlap them so they share the same wall. This will save you space which means there's more room for water!



Saving time
When you have two adjacent lakes and a large number of water bubbles you can divide the water between them by dropping it on the wall that they both share; handy for making ducks appear quickly.



Just a little more space
Downers can be used near the confining walls of a lake to make them a tiny bit thinner, allowing for a few more drops of water. It may not seem like much but if you do it on every edge of every lake it soon adds up.

Warning
Be extremely careful when doing this near the perimeter of the playing surface, because if the downer is positioned incorrectly the water will leak into the drain very fast.

Smart bombs
You MUST remember to use these, as they can make all the difference. When a smart bomb is activated all the water on the playing surface evaporates and all the land shrinks down to the lowest level. You are then given several uppers to start a new base with before more water comes down (just like starting a new game). The best time to press the button is when the drain meter is near to the top and rising fast but be quick!



GO! GO!

EVENTS

Ducks

These multiply your score differently depending on how many are in your world. One duck sets the multiplier to double, two ducks sets it to quadruple and so on. The duck multiplier can also link up with the rainbow multiplier for big points. Depending on how good you are you can add more duck ponds via square uppers but watch that earthquake meter. Our best duck count is six but three is a good working total.







Bombs

Essential for reducing the earthquake meter, bombs destroy the landscape big time. To minimise damage, drop bombs in the corner of the playing area, and to maximise destruction drop them in the centre of the area you wish to destroy.

Should a bomb fall through a hole in your landscape, a further three bombs will fall simultaneously, outside of your control, causing you major problems. Avoid this by moving the bomb marker above the hole and tapping the D-pad to move it above a tiny piece of land and it will hit this without causing a re-bomb.



Ice cube

This freezes any water it comes into contact with, thus removing any ducks inhabiting it, and sometimes makes your rainbow disappear. You can thaw the ice out via a fireball, but the points you get are much smaller than those you'd get if the water were in its liquid state. However, if the ice cube lands in an area with no water present you get a dry ice bonus which is: 500 x rainbow (10) x amount of ducks.





Rainbow

When you have a certain amount of water in your world the rainbow multiplier will appear and points are multiplied by ten. The rainbow will also link up with the rubber ducky multiplier for evaporation points etc.



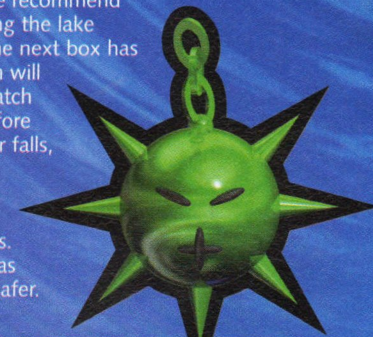
Fireball

A real life-saver this. It will lower the drain meter by evaporating a lake or it will unfreeze a lake thus bringing back a rainbow (if you had one previously) or it can be used as a bomb to destroy landscape when the earthquake meter is high. If you evaporate a lake the points you receive are: area of water evaporated x rainbow (10) x amount of ducks. It pays to use the fireball for evaporation only if you can.



Mines

These appear later on in the game and will float around quite happily and eventually disappear, but if the water they are in is evaporated they explode, leaving a huge hole in your now-empty lake. We recommend only evaporating the lake they are in if the next box has an upper which will allow you to patch up the hole before any more water falls, otherwise just evaporate a duck pond to get some points. You won't get as many but it is safer.







HOW TO... prevent earthquakes

Always keep an eye on the earthquake meter to the left of the screen. When it approaches the 3/4 mark, start reducing the bomb pile with downers, bombs and fireballs, as the game has a habit of sending you three, four, or even five uppers in a row at this stage, raising the earthquake meter very quickly. Another earthquake prevention technique is to not build anything above two levels (bar the bomb pile) as this keeps the meter at an acceptable level.

HOW TO...

build a good base

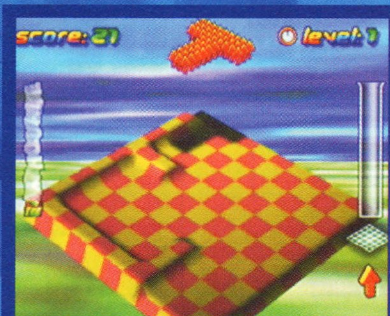
1 Build a perimeter around the playing area bar the east side. Should any square uppers materialise put these along the east edge, starting with the bottom corner, and overlap them. Don't worry about water spilling over the edge at this stage.

2 Start to build the perimeter walls up and use downers to get rid of any bits of raised land in the lake. Use an upper in the top corner to raise the land just inside it to prevent water from escaping when the corner is destroyed. This area will be the bomb pile.

3 Any square uppers should be put on top of other ones to raise their height – but not any higher than level two. Any uppers not needed go to the bomb pile.

4 Choose one corner of your base to throw unwanted uppers. This area is the bomb pile and by constantly bombing it and repairing any holes it develops, you can deal with awkward bombs and actually earn yourself some points.

5 Now play as normal, using the general tips described earlier and fill up the square lakes first to maximise your score quickly. Any uppers, downers, or bombs go in the bomb pile.







The N64 Wetrix challenge

So far the highest score we've managed to get on *Wetrix*'s classic mode is a mere 2,025,826 points, so we're sure there are many of you readers out there with the gaming prowess to smash our record to pieces. If you can't quite reach the target send it in anyway – it may reach the top ten in our 'I'm the Best' section where glory awaits for those who are victorious!

Send your photographs/videos of your scores with verification codes to:

I'm the Best,
N64 Magazine,
30 Monmouth Street,
Bath
BA1 2BW

And who knows? Maybe you'll win an exclusive N64 pin badge! Go on, send those entries in NOW.



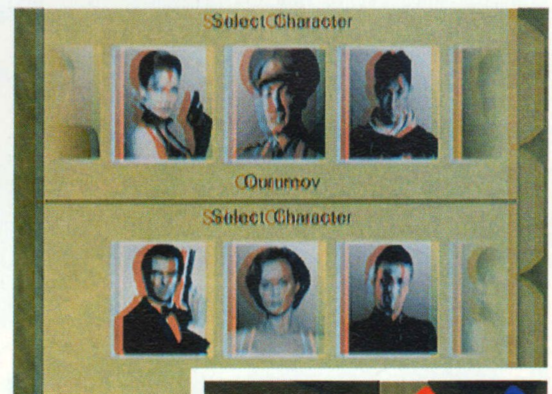
HOW TO...

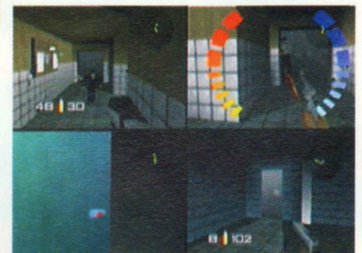
work out what your choice of character says about you in GOLDENEYE

by Dan Nowell

Take a couch trip with James Bond and friends.

GOLDENEYE
PERSONAL PROFILES
TOP SECRET
Bond
Natalya
Trevelyan
Valentin
Boris
Xenia
Ourumov
Mishkin
Random





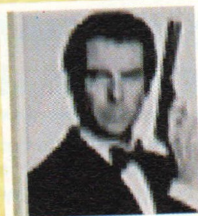
Multiplayer GoldenEye *will never be the same.*

Don't waste your money on expensive psychoanalysis. All you really need to delve deep into your psyche is a copy of the world's finest game.

Your choice of character in multiplayer *GoldenEye* speaks volumes about the kind of person you are, and the kind of person you'd like to be. Whether you're the cool calm and collected 007 type, the genial Mishkin wannabe, or the fun-loving scientist fan, it's your subconscious mind that compels you to choose the player you do.

But what does it all mean? Sit back, relax. Let's talk about your mother...

James Bond



How you see yourself:
You're suave, charming and debonair. If a lady wants to hold on to you, she'd better be wearing asbestos gloves! You're a crack shot with your PP7 and don't mind driving a perfectly decent car into the sea. You're always witty, with one-liners to bring the house down. You're Mister Kiss Kiss Bang Bang. You're licensed to kill!

How others see you:
You're a complete waster. The last time you hired a tux from Moss Bros., it made you look like a baboon. You have as much style and panache as a small field rodent. Which has just been run over. You can't shoot straight and you drive like your Nan. Witty? You're a fan of mother-in-law jokes.

Shaken but not stirred?
Don't make us laugh.

Who'd play you in the next Bond film?
Richard Madeley or Alan Partridge.

Natalya

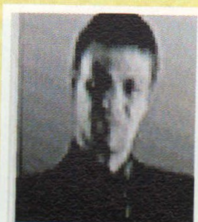


How you see yourself:
You're not some stupid bimbo. You're a free thinking, independent 90's woman. You don't need some spiv in a dinner suit trying to rescue you every ten minutes. You can handle yourself perfectly well and although it's sometimes nice to be asked, you can change the tyres on your car by yourself thank you very much.

How others see you:
It's quite possible you're the world's most irritating woman. People don't mind that you're a take-charge kind of gal, it's just that your ideas for the promotion of modern feminism include sending all men to the gas chamber. If you were genuinely stuck on something and needed some help, would you ask for assistance? Would you, Buxton! The saying, "pride goes before a fall" sums you up perfectly.

Who'd play you in the next Bond film?
Janet Street-Porter.

Trevelyan

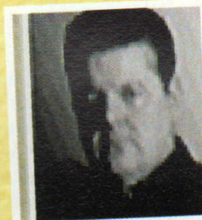


How you see yourself:
James Bond? What a wuss! You're the real Lady Killer in the Spy vs. Spy business. You're a little bit whay, a little bit whoarr, you're a geezer! If your mercenary tactics land you in deep water, who cares? You can handle the red tape. In fact, you can handle *anything* life throws at you. Bring it on, because you da man!!

How others see you:
Your designer stubble is wispy bum-fluff. You don't shave it off because you'll get a rash. Hard? The last time someone told you they'd, "have your ass for a candlestick", you offered to pop out and get some matches for them. You only choose Trevelyan because you're too slow on the uptake and somebody else chose Bond before you. You go through life blaming your misfortune on other people. You're bitter, you're twisted and you reek of sprouts. Life's not fair, eh? Don't make your problem anyone else's.

Who'd play you in the next Bond film?
Frank Butcher off Eastenders.

Valentin

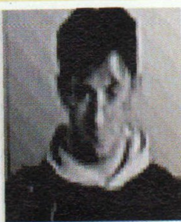


How you see yourself:
Above all else you're a funny guy. Oh sure, you're no slouch when it comes to killing international spies or blowing up high-tech underground silos, but you also know the secret healing power of laughter. You pride yourself on your witty retorts and jovial personality. Oh, and you're not fat. Just big boned.

How others see you:
No one asks who ate all the pies anymore, because everyone knows it was you. And despite your big talk, the only thing you've blown up recently is your cholesterol. And the sofa when you sat on it. You're a fat guzzler and a complete embarrassment to the spy profession. As for being funny? No. You *are* Cannon and Ball.

Who'd play you in the next Bond film?
Barry Bethell – the bloke that used to be on the Slim-Fast adverts.

Boris

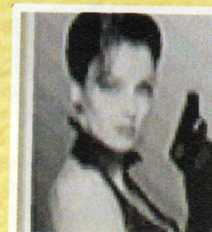


How you see yourself:
You'll admit that you're a bit of a nerd but ultimately you're the one whose going to have the last laugh. You are Matthew Broderick in War Games. You will achieve victory purely and simply because you know how the boys at Rare programmed the game in the first place. You don't need to use a gun, you can take on everybody with an RS232 interface lead and a dog-eared copy of How To: Program in Basic. You are invincible!

How others see you:
You are *not* invincible. You're a Physics student. Nobody likes your face. They all call you 'greasy, greasy, spot, spot' behind your back. You're boring and you've sweat patches under your armpits. The only good thing about that floral print shirt is that everyone else can spot you a mile off and kill you to death before you've even realised.

Who'd play you in the next Bond film?
The illegitimate offspring of Bill Gates and Mr Muscle.

Xenia



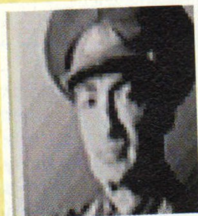
How you see yourself:
You are foxy and lithe, fully in charge of your often rampant sexuality. You pride yourself on your trim physique and like your lycra body suits to be taut NOT SLACK. You are a tiger! Grrrr! You distract your opponents with your gravity defying 'scoops o' flesh' before firing an RCP-90 into their nether regions. Impressive. And deadly.

How others see you:
If you're a girl then the boys lust after you and your fellow sisters hate you with a passion. If you're a bloke, then quite simply, you *are* a perv. Your only reason for choosing Xenia is because of her large silver breasts. You first had these feelings about Chun Li in the *Street Fighter* series before graduating to Lara Croft.

Who'd play you in the next Bond film?
In your dreams, some statuesque beauty with a figure to die for. In reality? Dana International.

GO! GO!

Ourumov

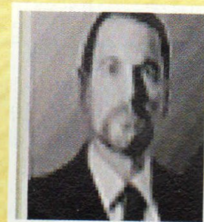


How you see yourself:
A stickler for detail who looks good in full battle dress. Your strict military upbringing has taught you the finer points in life. Like which camouflage make-up is best for dry flaky skin and how to iron razor sharp creases down the front of your trousers. You can take an automatic shotgun apart in approximately seven seconds and were the best Tin Can Alley player in your street when you were younger.

How others see you:
You're a bit of a freak who still wets the bed on a regular basis. You subscribe to Guns and Banjos magazine and think the epitome of cool is to own an air rifle. You go into spasms of delight every time the Territorial Army advert comes on telly.

Who'd play you in the next Bond film?
That Indian Bloke™ out of the Village People.

Mishkin

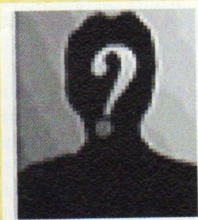


How you see yourself:
You're something of an unsung hero. Much like Colt Seavers in The Fall Guy. While others sip Banana Daiquiris and smooch with the ladies, you're making sure everything is running according to plan behind the scenes. Rather than being stuck in a rut however, you're convinced that you're just biding your time. Waiting for the right moment before you step into the limelight and take over the world.

How others see you:
With that cheap ill-fitting suit and dubious facial hair 'arrangement', you look every inch like one of those irritating night club bouncers with the gold sovereign rings and caveman mentality. It's a complete mystery as to how you've risen to your current lofty heights. In fact, it's a complete mystery as to how you've mastered talking in sentences and walking in an upright position.

Who'd play you in the next Bond film?
Grant Mitchell.

Random



How you see yourself:
You're an enigma. A mysterious shadow. You move without sound, you kill without emotion and you disappear without trace. You're equally at home in a well starched lab coat or an Arctic Commando-style Parka. You don't need to rely on a single character, you can win this game on your skills alone.

How others see you:
You haven't got a clue. You flit from character to character in a desperate attempt to fluke some kind of victory. You don't know the finer points of player selection, so you just steam roll in with some whacky character choice and pretend you chose Natalya because "she's got a high accuracy rating". Whereas, in fact, you chose her because she had nice, sensible hair. Mysterious? Only when you start crying for no reason. Enigma? You thought they were that band who did all the monk's chanting in the early 90's.

Who'd play you in the next Bond film?
Who cares!?

Spies we have known and loved

So, who do the N64 team opt for on Friday afternoon multiplayer *GoldenEye* sessions? Time for a few minutes shut-eye on the psychiatrist's couch and all will be revealed...



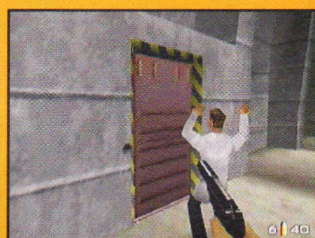
James: Trevelyan
James works for the dark side, and takes prisoners about as often as he takes orders.



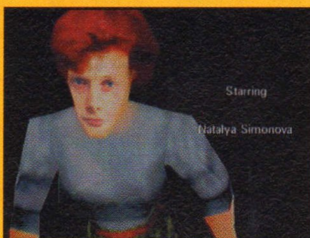
Tim: Valentin
Tim's confident enough in his ability to present everyone with a huge target and still win.



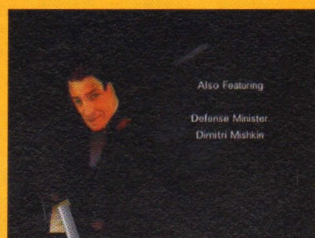
Paul: Boris
Usually found wandering around in a circle, unarmed. Swiftly and mercilessly despatched.



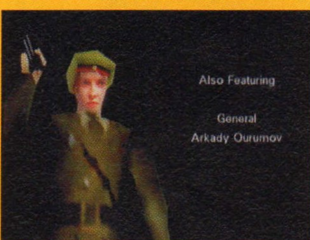
Jes: Scientist
Jes prefers the scientists, as they look suspiciously like the chefs. Pizza chefs.



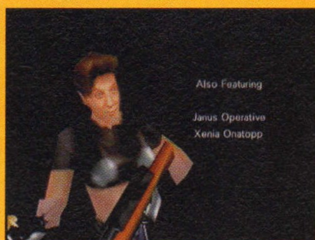
Wil: Natalya
Peace-loving Wil often finds himself being lynched by Andrea and Paul. It's just not fair.



Martin: Mishkin
By the end of a lengthy game, Martin is usually more lead than man. Utterly hopeless.



Andrea: Ourumov
Swift, deadly, 6'6" with shiny polished boots and regimental cap. Yes ma'am, Ms Ball ma'am!



James P: Xenia
Chosen simply because Xenia's tight dark clothing is great for hiding blood stains.

TIPS EXTRA

It's time to widen your eyes and dazzle your senses with this month's colourful combination of wacky tips.

Forsaken



Psychedelic Mode
To make the levels continuously change colour, press the following: A, R, Left on the D-pad, Right on the D-pad, Down on the D-pad, Top-C, Left-C, Bottom-C.

Turbo Crazy Mode
'Turbo Crazy' mode allows you unlimited nitro bursts. At the 'Press Start' screen press B, B, R, Up on the D-pad, Left on the D-pad, Down on the D-pad, Top-C, Left-C.

Gore Mode
To play the game in Gore mode perform the following:



At the 'Press Start' screen, press: Z, Down on the D-pad, Top-C, Left-C, Left-C, Left-C, Left-C, Bottom-C.

Wireframe Mode
To play the game in Wireframe mode, perform the following at the 'Press Start' screen: L, L, R, Z, Left on the D-pad, Right on the D-pad, Top-C, Right-C.

NBA Courtside

Kobe's Disco Floor Code
Start a game, then press pause (Start) and enter the following button combination: A, Top-C, Down on the D-pad, Up on the D-pad, Bottom-C, R, R, B, Right-C, Right-C, Z.



Secret teams
Hold L while selecting an exhibition match to get three secret teams – Nintendo, N-cube, and Leftfield.

Big Head Mode
Pause the game. Press Right on the D-pad, Right on the D-pad, Left on the D-pad, R, Z, Start, A, Start, A, Start, Z.

Classic tip

Although we've covered this recently, we've had lots of calls so, here it is again...

The black Yoshi is found randomly on either world 2-1 or world 2-4.



Directions on 2-1: (From Miss Warp 4) Go left to find a tulip. Stand next to the tulip and eat it to turn into an egg. Pull the analogue straight down for a few seconds to aim the cursor up, then let go of the stick to launch Yoshi into the air. When Yoshi is above the platform with the mystery ball, press B to return Yoshi to his normal form and pop the ball to find a black and white Yoshi egg. Complete the stage without dying and you'll be able to play with a black Yoshi.

Directions on 2-4: (From Miss Warp 1) Go left and jump up the moving platforms, red exclamation blocks and flying saucer platform to the top of the area, then go right and jump to the right over the gap. Go to the right and follow the pathway down and right to a pathway leading up and right. Jump up and right to the pathway, then go all the way to the right to enter the next section. Drop to the bottom, then go down and right to the bottom, then go all the way to the right to find Miss Warp 3. Work your way to the top right corner by use of the vines and take the passage to the right. Destroy the mystery ball to find a black and white Yoshi egg. Complete the stage to have access to a playable black Yoshi.

The white Yoshi is found randomly on either world 3-2 or 3-3.

Directions on 3-2: (From the start of the second section) Jump to the right of the small spring, then use it to jump up and right onto the red roof of the small building. Go to the right and drop off the roof onto the platform, then go to the right and jump onto the leaf, then drop down and left to some platforms, then drop and left again to find a mystery ball. Pop the ball to find a white Yoshi egg. Complete the stage without dying to play as a white Yoshi.

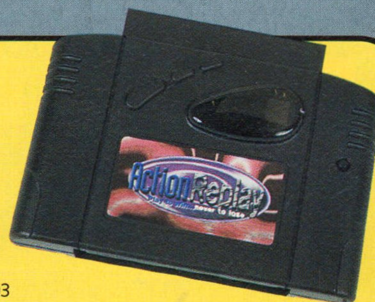


Directions on 3-3: (From Miss Warp 3) Go to the right and, when the path forks, follow the upper pathway and enter the vase (stand on it and pull down on the analogue). In this section there are a bunch of black shy guys dropping bombs on Yoshi. Go to the right and, when the path forks, follow the upper pathway and enter the vase to find Poochy near a red pipe. Go into the red pipe and you'll appear in an underground cave area. Destroy the floating mystery ball to receive a white Yoshi egg and then just complete the stage without dying to play as a white Yoshi.



Datel codes

Hope you enjoy this month's codes. If you know of any more, just note them down and get them in the post to Tips Extra (Datel Codes), **N64** Magazine, 30 Monmouth St, Bath, BA1 2BW.



EXTREME G

All Codes credited to DATEL
Infinite Turbos..................801651CB 0003
..................................801651CF 0003
Have 255 Race Points........80169837 00FF
Have Roach Bike...............8016983F 0008
Have Neon Bike................8016983F 0009
Anti-Grav + Fish Eye Lens...80097687 000A
Anti-Gravity Mode 80097687 0008
Boulder Mode...................80097687 0001
Boulder Mode +
Fish Eye Lens 80097687 0003
Boulder Mode +
Wireframe Mode 80097687 0011
Extreme Mode 80095F6E 0002
Fish Eye Lens 80097687 0002
Ghost Mode 80097687 0040
Magnify Mode 80097687 0004
Stealth Mode....................80097687 0020
Ugly Mode 80097687 0080
Wireframe Mode 80097687 0010

HEXEN

Invincibility.........................8113F11C FFFF
Always Have Axe/Staff/Frost Shards ....
..................................8013F147 00FF
Always Have Hammer/Firestorm/Arc of
Death...............................8013F149 00FF
Always Have Quietus/
Wraithverge/Bloodscourge....8013F14B 00FF
Infinite Blue Mana 8013F14D 00CF
Infinite Green Mana 8013F14F 00CF

BOMBERMAN 64

Infinite Lives 802AC617 0063
Stop Timer 802AC633 0000
Infinite Credits 802AC61B 0063

MACE THE DARK AGES

Player 1 Infinite Energy......8008B287 0064
Player 2 Infinite Energy......8008AEFF 0064
Player 1 One Hit Death D008B287 0064
..................................8008B287 0001
Player 2 One Hit Death....D008AEFF 0064,
..................................8008AEFF 0001

MARIO KART 64

TIME TRIALS
Stop Lap Time..................8018CB43 0000

HAVE ITEMS
Only 1 Code at a Time,
Pressing Z button = Constant
Single Bananas 80165FBD 0001
Multi Bananas 80165FBD 0002
Single Green Turtles 80165FBD 0003
Multi Green Turtles 80165FBD 0004
Single Red Turtle 80165FBD 0005
Multi Red Turtles...............80165FBD 0006
Spiked Turtles...................80165FBD 0007
Lightning Bolt....................80165FBD 0008
Expolding Blocks 80165FBD 0009
Invincibility 80165FBD 000A
Invisibility 80165FBD 000B
Turbo Boost 80165FBD 000C

NAGANO WINTER OLYMPICS

ICE SKATING 1500M
One Lap to Race (Note 1) ...8813871F 0003
..................................8813871B 0002

ICE SKATING 500M
One Lap to Race (Note 2)....8813871F 0003
..................................8813871B 0002

SPEED SKATING 500M (ROUND 1)
Maximum Stamina 81138724 447A

SPEED SKATING 500M, 1500M (ROUND 2)
Maximum Stamina 88138720 447A

ALPINE SKIING, DOWNHILL ALPINE SKIING, GIANT SLALOM, SNOWBOARD, GIANT SLALOM LUGE, SINGLE AND FOUR MAN BOBSLEIGH
Reset Time Close to Zero (Note 3).............
..................................81137BA6 0000

Note 1: *This code uses the Action Replay button. Press the button once, after you start the race*
Note 2: *The same applies as the 1500m but you need to race twice. Pressing the Action Replay button will finish you in 1st place instantly.*
Note 3: *This code works by pausing and restarting play. It is best to pause the game as close to the finish line as possible*

LYLAT WARS

Infinite Lives......................80163C09 0063
Infinite Bombs...................80179F0B 0005

PILOT WINGS

Unlimited Fuel
Rocket Belt...................... 803669A9 0081
Unlimited Fuel Gyrocopter ...80366989 0081

SUPER MARIO 64

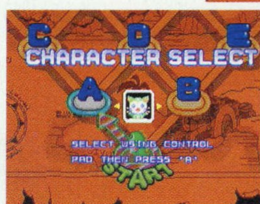
Unlimited Lives.................803094DD 0064
Unlimited Energy/Breath ...813094DE 08FF
Invisible Mario 803094E0 0020
Half Mario 803094E1 0000
Limbo Mario 8030961C 00C0
Mario Runs Backwards 8030961E 0080
Big Fist Mario 8030961B 0010
Unlimited Hat Usage ....813094E6 FFFF
No Power Display 803094E3 0001
Mario Runs Bent over 8030961C 0050
Strobe Mario......................803094F0 0078
Rubber Walls......................81309434 FFFF
Crazy Camera.....................81309263 0095
Flat Mario 803094E4 0078
Jumping Hurts You 803094EC 0078
Die Before You've Moved ..803094E2 0078

WAVE RACE 64

Super Speed XX (00-FF)....801C0077 00XX
Misses Don't Count...........801C007F 0000
Infinite Time Stunt Mode ...801C020E 00FF

Bust-a-Move 2

Hidden characters (Puzzle Mode)
At the Puzzle Mode screen (where you select A or B) press Left, Left, Up, Down, L, R, L, R and then L & R at the same time. This will bring up a character select screen, in which you can select either the coloured dino, or one of the bosses. Be sure to press each button slowly – go too fast and you'll mess it up.







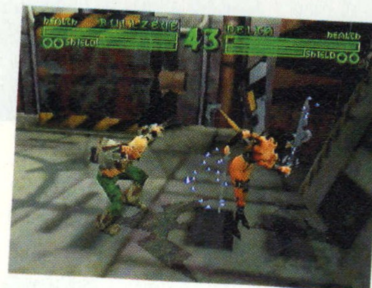
Play as the blue dinosaur
At the game select screen, press Z, L, R and A.



Level skip
While playing, press Z + L + R + A to skip to the next level.

Bio Freaks

Fatalities
Key:
T = press the direction towards your opponent
A = press the direction away from your opponent
LP = Left-C
RP = Top-C
LK = Down-C
RK = Right-C



MinaTek: Headspit: T-A-LP+LK (close)
ZipperHead: Buzzcut: T-A-A+RK (close once opponents arms are gone)
Ssapo: Headevour: T-A-A+RP+RK (close)
PsyClown: Cut in half: T-A-A+LP+LK (close)
Sabotage: Decapiblast: T-A-A+RP (1-3 steps away once opponents arms are gone)
BullzEye: Backhandecap: T-A-A+RP (close)
Delta: TorsoShears: T-A-A+LK (close)
Purge: Mutilator: A-T-T+RP+RK

Taunt your opponent
When fighting, press Left-C and Right-C at the same time to taunt your opponent.



READERS' TOP TEN TIPS



And so the N64 Readers' Tips market sets out its stall again, beckoning you in to sample our tastiest produce. Yum.

This month, the best news of all has to be the appearance of a brand new *GoldenEye* cheat where, by following a couple of easy steps, you can pelt around Rare's bootiful Bondian landscape wielding the deadly weapon that is a paintbrush!

But, of course, the lovely thing about Readers' Tips is that you can send in a quirk, a tip, or a cheat on ANY game you want. We're not fussy. As long as it's new, it works *and* it's a little cracker, your name will enter into the hallowed halls. So, get working, scribble down your findings and send them in!



Cheat o' the month

1. GoldenEye 007

Paintbrush Weapon:

1. Go to the Dam.
2. Kill the guys that get in your way, but don't pick up any guns.
3. Go to the tower with the Sniper Rifle.
4. De-Select your PP7 and choose your hand.
5. Pick up the Sniper Rifle.
6. Hit A three times.

To get a paintbrush in multiplayer mode:

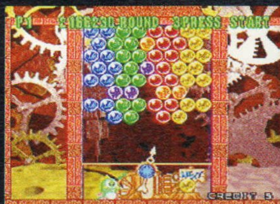
1. Go to multiplayer.
2. Set gun to Sniper Rifle.
3. Set mode to anything except Man with the Golden Gun.
4. Select any character.
5. Start any level.
6. Don't pick up any items.
7. Pick up only the Sniper Rifle but don't press anything.
8. Press A twice quickly.

Robert Kloosterhuis, via E-mail

2. Bust-a-Move 2

On the title screen tap L, Up on the D-pad, R, then Down on the D-pad to access new backgrounds as well as a character select screen on the two-player mode.

Daniel Glenfield, Abingdon



3. GoldenEye 007

It is possible to kill many characters in the cut scenes yourself. Set the controls to Domino (2.3) and, as you finish the level, use the second control pad to shoot at anyone in range (this works best on the Statue level).

Neil Howard, Somerset



4. Mortal Kombat Mythologies

To get full urns enter the code NXCVSZ.

Jack Collins, Kent



5. World Cup '98

When you're one-on-one with the 'keeper wait until he dives at your feet. Now tap Top-C and your player will leap over him to score an easy goal.

Daniel Moss, Southampton

6. Bio Freaks

Pull back on the analogue and press Start for a first person perspective view. It's not in the manual so I thought I'd mention it.

Chris Heyworth, Lancashire

7. GoldenEye 007

An amusing quirk to take Alec to the grave with Bond. Firstly, complete all the objectives on the Cradle level as usual and chase Trevelyan until he reaches the lowest part of the level. Next, place a few timed mines at his feet before jumping off to your doom. In the cut scene, Alec is blown off the platform and can be seen falling with James to his death. The timing's tricky but what a way to die!

Imran Khan, Berkshire

8. Mystical Ninja

If you are short of medals, pay a visit to the transformed Oedo Castle. There are six pots full of them in the very first room and they reappear each time you enter. By collecting them and then re-entering the room repeatedly you can gain a maximum of 9999, meaning you never need to worry about using special items too often.

Jef Nijinski, Kent

9. Aero Gauge

Enter the following code on controller 2 when the start screen appears to use extra vehicles on a new track: Hold Up on the D-pad, then press R, L, Z, and Bottom-C at the same time.

Philip Winkle, Nottingham



10. Mystical Ninja

I discovered this tip while using my Shockwave pack. During the Impact stages the game actually becomes Rumble Pak compatible which really adds to the fun!

Mr Steve Kearney, Stoke Newington







YOUR TOP TIP

Found an interesting cheat, tip, secret bit or quirky thing to do in one of your games? Then send it to us immediately! Each month we'll compile a chart of the best and if you make it in, we'll send you a rather flash N64 pin badge. If you get the coveted 'cheat of the month' slot you'll get something extra special.

HERE'S MY TOP TIP...

It's for [game name]:

And I've found that if you:

Name ....

Address ....

Post code ....

Send to: Tips Extra, N64 Magazine, 30 Monmouth St, Bath BA1 2BW
If you don't want to cut up your magazine, send a photocopy instead, and continue on another bit of paper if you run out of room.

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TIPS EXTRA

You're through to... THE NINTENDO

If you've got a gaming problem then the Nintendo Hotline is only a phone call away. But just in case you can't make that call, N64 Magazine prints all the best stuff right here.

Continuing the fine tradition of the typical English summertime, it is belting down outside. But that matters not my friends. Put away those umbrellas and stop wondering exactly what galoshes are, and why they were given such a ridiculous name in the first place

This month the *Tetrisphere* guide rolls on like a big unstoppable thing and we have lots of those questions that crop up more often than the office tea lady.

So, curl up in front of the fire, forget the gentle pitter-patter of the raging monsoon outside your window and content yourself with the thought of all those poor people who don't have N64s and have to go out for amusement.



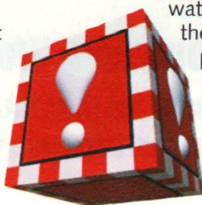
Ten common-as-muck questions

Q On *Diddy Kong Racing* I've got all the TT Amulets but I can't find the TT door.

A A lot of people find they can't do this because they haven't defeated Wizpig. This is no easy task but, unfortunately, you have to do it. Once accomplished, go back to the beach (where the lighthouse is) and honk your horn in front of the trophy board. This'll take you to Future Fun Land where there are four more courses and the TT door!

Q I can't find the Red Switch Palace on *Super Mario 64*.

A Generous to a fault, here are the directions to all three switch palaces:
Red: Stand in the beam of sunlight that appears in the Castle hallway, after collecting at least 10 stars, and look up using the camera buttons. That's magic!
Green: Go to Course 6 (Hazy Maze Cave) and follow the signs to the Underground Lake where the dinosaur is swimming around in the water. Get on the beast's back and ride him across the lake to the door on the far side.
Blue: In the cellar where the yellow rabbit is scooting about, find the plain wooden door which leads to an underwater passage. Follow this to a room where two stone pillars stick out of the water. Pound down on these (jump then Z) to push them both underwater. This drains the water out of the moat. You can now go outside the castle and drop into the hole that has been revealed.



Q I've bought *Aero Fighters Assault*. Are there any cheats?

A Uh huh. Go to the Main Menu and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C, Bottom-C to get to the F15J Eagle.

Q How do I get the new boards on *Snowboard Kids*?



A In order to get the new boards, you must have enough money to buy them. Here's a list of what they cost.

Board	Level II	Level III
Freestyle	12,000	24,000
All Around	10,000	20,000
Alpine	11,000	22,000

Q I've completed *Lylat Wars* several times but I still can't get to Sector Y. Please help.

A When you're playing the first level, Corneria, make sure you rescue Falco near the beginning of the level. After saving his feathered bottom, fly through the five stone archways in the water near the end of the level. This should ensure that you go on to Sector Y rather than Meteo.

Q On *Goemon*, I've been told that I need to find the Akiyoshidai area?

A It sounds like you are supposed to be going to the Festival Temple Castle. Presuming you have Sasuke in your party, change to Yae and return to Zazen Town using the flute. Go forward through two doors, then go up and left up the stairs. Go to the right and enter the door in the back wall. Go to the left and down the stairs, then enter the door on the left. Go forward over the bridge then go through the door. Now go right and follow the path across a bridge, then go to the right and across the other bridge. Go to the left, take the first right and enter the door.

Go to the left and follow the path to a door. Enter the door, then work your way to the door in the northwest corner. Enter the door to

☎ (01703) 652222

HOTLINE

WHAT IS THE NINTENDO HOTLINE?

We're a team of expert games players who use our vast knowledge of all things Nintendo to help gamers in distress. Staff selection is very strict, so you can always be confident that when you talk to a councillor, they are one of the finest gamesplayers in the country and the perfect coach for your gaming skills.

Open seven days a week, 365 days of the year, the Hotline deals with over 2,000 calls a day, spread over the various Nintendo platforms. To guarantee that your call will be answered quickly and your problem answered swiftly, we have doubled our staff and increased our weekend opening hours.

Call us on **01703 652222** (NOT a premium rate number) and pose your game questions. We should be able to provide you with the answers, whether they're directions, cheats, passwords or simple advice. The Hotline is open Monday to Friday 12pm to 8pm, and Saturday and Sunday 10am to 6pm.

Now also available!
We now also have a NEW fully automated service allowing you to get help on those games even into the wee small hours. The automated lines will provide help with most of the biggest release titles 24 hours a day. Calls cost 50p a minute so make sure you have the permission of whoever pays your phone bill before calling. Call us on **0891 669945** and please make sure you have a pen and paper ready.



appear in the Akiyoshidai area. Follow the pathway to the northwest, through the fence and continue to follow the pathway to a door in the right wall. Enter the door to appear in a cave area. Follow the path to the end of the cave and blow open the crack on the door with Sasuke's Fire Cracker Bombs. Go through the door to enter the Festival Temple Castle. Phew!

Q In *Goemon*, I've talked to some people in Festival Village who tell me about a challenge at the waterfall but I can't figure out what to do.

A The challenge won't be available until you've talked to a certain old woman near Festival Village. Go forward and down the stairs. Continue forward, go up the stairs and enter the door. Go to the right and enter the door. Then go left and take the first pathway leading right and go up the ramp to find a big rock. Hit the rock with your weapon to destroy it. Go forward through the passageway and climb three ladders. Cross the bridge and climb the next ladder. Go forward and into the house on the left to find an old woman. Talk to her and pay her 300 Ryo to start an automatic sequence. Once the sequence is over return to Festival Village. Talk to everyone in town to learn about turning into a mermaid to climb the waterfall. Exit the town through the door you came through when you first entered (the door to the left of the Inn). Go forward and take the pathway leading right and enter the door. Follow the pathway around and across the bridges to a door. Enter this door, change to Yae and read the sign that's in front of you to challenge the Legend of the Mermaid. To play the game, press A rapidly to swim up the waterfall, while moving left and right to avoid the enemies that are falling from the top of the waterfall. When you reach the top, Yae will earn the mermaid magic powers.



Q I've followed your directions to find the black and white Yoshis but the eggs aren't there.

A This is because the eggs only appear on the Story Mode. If you play the game on Trial Mode, they will not be there. This also applies to the white shy guys.

TETRISPHERE

More solutions to those tricky puzzles.

53. Move the cursor right one space from where it starts. Grab the blue square and slide it to the left one space. Place the cursor over the blue square below the one you just moved. Grab that piece and slide it to the left one space. Grab the first piece you moved and slide it back to the right one space. Grab the second piece you moved and slide it left one space to clear the level.

54. Move the cursor right one space and grab the green rectangle. Slide it to the right one space, then back to the left one space before it reaches the bottom. Grab the highest blue square and slide it to the right one space. Place the cursor over the left green rectangle and use your drop to clear the level.

55. Move the cursor up 13 spaces, then left five spaces from where it starts. Grab the green rectangle and slide it down three spaces. Move the cursor up to the yellow rectangle and grab it. Slide it down five spaces, then right three spaces. Grab the green rectangle and slide it down two spaces, right five spaces, then down three spaces. Grab the yellow rectangle and slide it right two spaces, then down seven spaces. It will end up on top of the other two yellow rectangles. Grab the green rectangle and slide it down five spaces, then left one space.

56. Grab the blue Z-shaped piece that the cursor begins on and slide it up one space. Move the cursor down two spaces to the next blue Z-shaped piece and slide it to the left two spaces. Move the cursor right one space, grab the purple L-shaped piece and slide it to the left one space. Move the cursor right three spaces. It will be on the first, blue, Z-shaped piece that you moved. Grab this piece and slide it back down one space. Move the cursor right four spaces. It should be over a red T-shaped piece. Grab this piece and slide it up two spaces. With the cursor still on this piece, press A to clear the level.



57. Move the cursor down two spaces from where it starts. Grab the blue Z-shaped piece and slide it up one space. Move the cursor down two spaces again. Grab the blue Z-shaped piece below the one you just moved, and slide it down one space. Part of the level will clear. Place the cursor over the highest blue square on the left. Press A and the level will clear.

58. Move the cursor right three spaces from where it starts. Grab the blue square and slide it to the right two spaces. Move the cursor left seven spaces to another blue square. Grab this piece and slide it down one space. Move the cursor up one space, then right one space. Grab the blue square and slide it to the left one space. Move the cursor right one space, then down one space. It will be back on the same piece you moved in step 2. Grab this piece again and slide it up one space. Move the cursor one space left. Grab the blue square and slide it to the left one space to clear the level.

59. Move the cursor right three spaces, then down two spaces from where it starts. Grab the blue Z-shaped piece and slide it up one space. Move the cursor down two spaces, grab the blue Z-shaped piece and slide it down one space to clear the level.

60. Move the cursor right three spaces. Grab the blue Z-shaped piece and slide it up one space. Move the cursor down two spaces. Grab the blue Z-shaped piece and slide it down one space to clear the level.

GO! GO! ▷



Skilled in the art of videogames? Well, our door is always open...

It's a bit like those executive lounges at airports, isn't it? Except, with Skill Club 64, *everyone's* invited! And, instead of asking for your ticket, we just ask for your photographs or videos. Oh, and our hostess – i.e. Andrea – doesn't give massages, either.

Still, there's plenty worth pursuing, namely the chance to stand tall in our Gold Club. And all you have to do is prove that you've completed 10 of the 11 tasks overleaf. Hard? Of course it is, but we believe you can achieve it with some concentrated play and an honest evening's (or ten's) sweaty, smelly toil.

Remember, to get into our Bronze league you have to have completed three of the challenges, whilst the Silver variety requires between seven and nine. But you can enter as many times as you want. So, say you've already got six challenges under your belt in the Bronze Club, once you complete the seventh, we'll have a gander at your evidence then toss your name across to our Silver Club. We're really very generous like that. In fact, we positively encourage multiple entries.

And the prize, as always, are the certificates you see below which have finally been printed and are ready to send out. They're looking really nice...

HOW IT WORKS

All you have to do is try to complete as many of the challenges on the opposite page as possible. Fill out the form, ticking the relevant boxes, and we'll enter you into the Skill Club 64 chart. You'll need to complete three challenges for Bronze, seven for Silver and 10 for Gold. Get going and we'll send you a much sought after certificate!

gold club complete all 10 challenges

Name	Name
Richard Davies, Rotherham	Matthew King, Bromley
René Laurent, Ireland	Derek Thomson, Edinburgh
Stephen Lockhart, Ireland	Jan-Erik Spangberg, Sweden
Andrew McGrae, Southport	Jonathan Davies, Wallingford

silver club complete 7 challenges

Name	Completed
Robert Gallagher, Southampton	A,B,C,F,G,H,I
Kenneth Pickering, Ayrshire	A,B,C,D,G,I,J
Shaun Bell, Trowbridge	A,B,D,E,G,H,I
Kurt Peter Radford, Rotherham	A,B,D,E,F,I,J
Richard Davies, Rotherham, S. Yorks	A,B,D,E,F,I,J
Philip Foster, Havant, Hants	A,B,D,E,F,G,I
Derek Topper, Bristol	A,C,E,F,G,H,I
Chris Scearce, Reading	A,B,C,D,F,G,I
Stuart Richards, Surrey	A,B,C,E,F,H,J
Arthur Van Dalen, The Netherlands	A,B,D,F,G,H,I
Ciaran McDermott, Ireland	A,B,C,D,E,F,H
Rony Costa, Middlesex	A,B,C,D,E,I,J
Andrew Castiglione, Bristol	A,B,D,E,F,H,I
Gary Thomson, Midlothian	A,B,C,D,E,F,H
Jon Olav Larsen, Norway	A,B,C,D,E,F,G
Mario Sioutis, Greece	A,C,D,E,F,G,H
Andrew Rutherford, Macclesfield	A,B,C,D,F,G,I
Ben Campion, Staffs	A,B,C,D,F,H,I
Ben Cook, Shoreham-By-Sea	A,B,C,D,G,H,I
Chris Constable, Devizes	A,C,D,F,G,H,J
Inguar S. Arnor, Iceland	A,D,E,F,G,H,I
Steven McMahon, County Down	A,B,C,D,E,F,G,I
Martyn Bibby, Cheshire	A,B,D,E,F,G,H,I
Christopher SmithSurrey	A,B,C,D,E,G,I,J
Jan-Erik Spangberg, Sweden	A,B,C,D,E,G,I,J
Paul Isaia, Southampton	A,B,C,D,F,G,H,I
Andrew Mills, Londonderry	A,B,C,D,E,F,H,I,J
Piet den Dulk, Holland	A,B,C,D,E,F,G,H,I
Matthew King, Bromley	A,B,C,D,E,F,G,I,J

bronze club complete 3 challenges

Name	Completed
Adam Johnstone, Wantage	A,B,F
Pierre Dimba, Tonbridge	A,C,G
Ben Olney, Kingston, Surrey	A,D,E
Kevin Watts, Mansfield, Notts	A,C,F
Lawrence Gilbey, Bridport, Dorset	B,C,I
David Maguregui, Wellesbourne	D,E,G
Daniel Brooks, Swindon	A,B,F
Ciaran Spence, County Antrim	A,B,F
Miles Fearnley, West Yorks	B,D,E
Joachim Clauwers, Belgium	A,D,F
R. Knapman, South Wirral	A,B,E
Stephen Durant, Bridgwater	A,F,I
Simon Bell, Co. Durham	A,B,F
Herman Valk, The Netherlands	A,B,G
Michael Gapper, Bristol	A,C,F
Riccardo Riboldi, Milan, Italy	A,B,E
Adam Norman, Nottingham	A,D,E
Nicholas Bec, Salisbury	A,C,I
Chris Gray, Fife	A,C,I
Paul Coulson, Stamford	A,B,F
Tom Clarke, Beaconsfield	A,C,I
Sebastian Bond, Gloucester	A,D,G
Ioan Rees, Redditch	A,B,G
Nick Hadden, County Cork	A,C,I
Tom Richardson, Addingham	A,C,H
Robert Kloosterhuis, Holland	A,D,F
Gordon Scales, Nottingham	A,B,F
Ian Renyard,Ashford	A,B,F
Phillip Renyard, Ashford	A,B,F
Brian Mulheron, Tyne & Wear	A,C,F
Andy Howard, Cambridge	A,B,D
Remco Van Wingerden, Holland	A,B,F
Mark Odell, Derby	A,D,E
David Keane, Sandwich	A,B,G
Thomas Suckling, Ipswich	A,D,F
Dylan Foale, Devon	A,C,I
Lee Robertshaw, Southampton	A,E,F
Ian Gore, Somerset	A,B,F
Graham Cookson, Kent	A,B,H
Dave Bloemer, Holland	A,C,F
Andrew Hannath, Swindon	B,D,F
Erwin Zeevaart, Holland	A,F,H
Steve Paget, Bonsall	A,C,D
Richard WhithamPoulton-le-Fylde	A,B,F
Philip O, Herts	A,D,H
Benjamin Lo, London	E,F,J
Robert Lynch, Middlesex	A,B,D
Owain Brimfield, Peel, Isle of Man	A,E,F
David Newbrook, Staffs	A,D,F
Alex Schwassmann, Germany	A,F,I
Chris Partridge, East Sussex	A,C,F
Jonathan Townsend, Gwent	A,E,G
David Myring, Bristol	A,E,F
Ben Davies, Coventry	B,C,J
Matt Peck, East Sussex	A,D,E

Name	Completed
Mark Rundle, Herts	A,D,H
Richard Sutton, Kent	A,B,I
Mark Walker, Bedford	A,B,F
Jonathan Davies, Coventry	B,C,J
Sandy McKenzie, Fife, Scotland	C,F,H
Adam Khattak, Belfast	A,C,F
Matthew Kitis, Liverpool	B,C,I
Joe Cape, Stirling	A,C,D
Ewen Summers, Ayrshire, Scotland	A,B,D
Joachim Clauwers, Belgium	A,D,F
David Holmes, Doncaster	A,B,F
Tom Wyatt, Staines	A,C,D
Ben Stevens, London	A,E,F
James O'Sullivan, Somerset	A,B,D
David Nicol, Cambridge	A,B,D
Keith Tannahill, Ayrshire	A,D,J
Jamil Yahyaoui, Belfast	A,B,D
Michael Achilles, Chingford	A,D,I
Jan Dehm Neves, Portugal	A,E,G
Luke Yeandle, Abertillery	A,D,E
Ben Wakefield, Twickenham	A,B,D
Omid Elliott, County Tyrone	A,B,C
Nick Syrad, Reading	A,D,F
Patrick Laakso, Sweden	A,B,D
David Gibson, Fleet	B,D,H
Mark Underwood, Cumbria	A,E,I
Daniel Longstaff, Chigwell	A,G,I
Vincent Coyne, Galway	A,E,F
Raoul Smids, Belgium	A,B,G
Chris O'Riordan, Cornwall	A,B,E
Matthew Weston, Nottingham	A,C,D
Sandy McKenzie, Fife	C,F,G
Norman Glover, Cleveland	A,B,F
Alex Johnson, Sidcup	A,C,D
Damian Unwin, Soton	B,C,D
Daniel McCann, Glasgow	B,E,H
Kevin Gilbert, Upton	A,G,K
Chris Hinkley, Peckham	A,B,F
Gordon Willmott, Edinburgh	A,D,K
Johan Brown, Grantham	A,B,D
Rod Bayliss, Australia	A,D,H
Russell Higgins, Shropshire	A,G,I
Wajahat Ali, Blackburn	A,C,E
Adam Bull, Leeds	A,I,K
Tormod Krogh, Norway	A,C,F
Remko Veenstra, Holland	A,F,G
Brett Slader, Australia	B,D,F
Moe Aboulkheir, London	A,D,J
Oliver Bolton, Kent	A,C,F
James Garrity, Liverpool	A,B,E
Elidir Jones, Gwynedd	A,B,F
Alan Hooper, Weston-Super-Mare	A,D,E
Steven Said , Australia	A,B,I
Nils Meuzler, Germany	A,B,E,I
Jeremy Scoble, Plymouth	A,D,G,I

Name	Completed
Chris Thomas, Wallington	A,B,C,I
Gard Mellemstrand, Norway	A,D,F,I
James Bundy, Reading	A,E,F,I
Alex McIver, Edinburgh	A,B,C,F
Tom Walker, Halstead, Essex	A,E,F,H
Lawrence Gilbey, Bridport	A,B,C,I
Neil Williamson, Nottingham	A,B,C,F
Philipp Sokolean, Switzerland	A,D,E,I
James Leigh, Clevedon	A,B,G,I
Gregor Richards, Dorking	A,F,G,H
Neil Williamson, Nottingham	A,B,C,F
Aidan Murray, Co. Cork, Ireland	A,B,D,H
Carl Bullen, Liverpool	A,B,G,H
Alex Mann, Bedford, Beds	A,C,D,F
Alain Keersmaekers, Belgium	A,B,F,J
Mark Quinn, Preston	A,B,E,I
Daniel Weserholm, Finland	B,D,E,I
Andrew Davies, Essex	A,B,D,I
Morten Tronstad, Norway	A,B,C,I
Martin Cater, Hucknall	A,B,C,G
Kevin Seeney, Bury St Edmunds	A,C,D,I
Philipp Sokolean, Switzerland	A,B,D,I
Afong Toh, The Netherlands	A,C,H,I
Daniel Lally, Berkshire	A,B,F,G
James Hinton, Knoresborough	A,B,C,D
Michael Walker, Londonderry	A,D,H,I
Asgeir Vikan, Norway	A,B,D,J
Andrew Carrington, Pontefract	A,D,E,J
Christopher McCabe, County Down	A,B,D,F
Raymond Wells, Essex	A,B,F,H
Mr Ed Higgins, Essex	A,B,G,I
David Lewis, Birmingham	A,B,D,E,F
Aaron Tuson, Essex	A,C,D,E,F
Simon Webber, Wokingham	A,B,D,E,F
Stephen Rogers, Manchester	A,C,E,F,H
Davy James, Powys	A,B,C,G,H
Pat Shields, Co. Down	A,C,D,E,I
Kevin Seeney, Bury St Edmunds	A,B,C,D,I
Benjamin Khan, Bradford	B,C,D,F,I
Kevin Loughlin, Slough	A,B,C,E,F
James Hegarty, Belfast	A,B,F,G,J
Nick Taverner, Suffolk	A,B,C,D,I
Per Nilsson, Sweden	A,B,D,F,I
Panagiotis Bagiokos, Athens, Greece	A,B,C,F,I
Roeland Van Straalen, Holland	A,B,C,F,I
Aynsley Welling, Cyprus	C,E,F,G,I
Charles Ayesa, Australia	A,B,D,G,H
Jack Gilbey, Bridport	A,B,C,E,I
Gavin Cole, Tyne & Wear	A,B,C,F,G,H
Jonathan Cole, Tyne & Wear	A,B,C,F,G,H
Joshua Takaoka, Newbury	A,B,C,D,G,I
The Terrible Twins, Banbury	A,B,E,F,H,I
James Register, Surrey	A,B,C,D,F,H

GO! GO!

skill club 64

challenge A — Super Mario 64



What you must do: Find all 120 stars.
Proof: Any picture of Mario with that magic 120 in the top right corner.
Helpful Tips: The first five issues of **N64** Magazine tell you all you need to know about *Super Mario 64*. The Double Game Guide + on the front of issue 15 should help as well.

challenge B — Diddy Kong Racing



What you must do: Finish the game in mirror mode.
Proof: A picture of the save screen with Adventure Two and 47 balloons clearly on it.
Helpful Tips: Our review in issue 10 was stuffed with them, and our guides in issues 11 and 12 should help too. Oh and don't forget the DGG + with issue 11.

challenge C — Lylat Wars



What you must do: Finish the game with 1,500 hits or more.
Proof: A picture of the final hits screen or high score table with 1,500 hits or more.
Helpful Tips: Gentleman Space Adventurer Quarterly, free with issue 8, and the Double Game Guide + on the front of issue 13.

challenge D — GoldenEye 007



What you must do: Finish the game on all three difficulty settings.
Proof: A picture of the 007 mode's level editor.
Helpful Tips: The i-Spy Magazine that came free with issue 9, tips in issues 10 and 12 and the Double Game Guide + on the front of issue 12.

challenge E — ISS64



What you must do: Finish all the scenarios.
Proof: A picture of the completed scenario screen (you'll need to do this with more than one picture).
Helpful Tips: Tips in issues 4 and 14.

challenge F — Mario Kart 64



What you must do: Record a time of under 1'20"00 on Mario Raceway (1'07" on NTSC).
Proof: A picture of the records screen or the title screen (hold down R).
Helpful Tips: Review in issue 4, tips in Issue 5. Double Game Guide + on the front of issue 13.

challenge G — Pilotwings



What you must do: Win Gold medals on every event.
Proof: A picture of the medal screen.
Helpful tips: There's a guide in issue 6.

challenge H — Turok: Dinosaur Hunter



What you must do: Complete the Time Challenge Mode in under 3'00"00.
Proof: A picture of the final screen with the time clearly visible.
Helpful tips: None available.

challenge I — Blast Corps



What you must do: Win a gold medal on Neptune.
Proof: A picture of the medal award screen for Neptune.
Helpful Tips: Tips in issue 8 and the Double Game Guide + on the front of issue 16.

challenge J — Wave Race 64



What you must do: Break 1'17"00 on Sunny Beach Time Trial (1'04"00 on NTSC).
Proof: A picture of the records screen.
Helpful Tips: Tips in issue 2 and DGG + on the front of issue 14.

challenge K — Yoshi's Story



What you must do: Score more than 34848 in the main game.
Proof: A picture of the final score screen at the end of the game.
Helpful Tips: The tips in issue 16 should prove very handy.

the rules

- *You need to accomplish three challenges to earn yourself a Bronze placing, seven for Silver and all ten to make it into the Gold list.*
- *You can enter for whichever challenges you like – it is entirely up to you.*
- *You can use PAL or NTSC copies of the games but, if you opt for NTSC, you'll have to achieve the faster of the two listed times in Mario Kart and Wave Race.*
- *Each challenge entered must be accompanied by photographic or video proof. Squeezing everything on to the one video tape seems the most sensible solution to us.*
- *We know how to recognise the influence of cheat carts and codes. Offenders will be held up to ritual humiliation and stoned out of the country by zealous citizens.*
- *You can enter for the leagues in stages if you wish. If you've made it into the bronze league, for instance, you could send us further proof of four or more challenges to elevate your position.*
- *Bronze, Silver and Gold leagues will be published in each future edition of **N64** Magazine.*
- *If you'd like your tapes or photographs back, please include a stamped, addressed envelope.*

HOW TO... prove your achievements

Taking photographs

Point at the screen and click away. For best results, turn off or cover up the flash (it will reflect off the screen), draw the curtains and use a fast film – 200 or, best of all, 400 ASA.

Taking videos

1. Take the lead that connects your N64 to your TV and plug it in to the 'Signal In' socket on the back of your video.
2. Connect the 'Signal Out' plug on your video to your TV and turn both on.
3. Switch your TV to the video channel and switch on your N64 with a game plugged into it.
4. Find a spare channel on the video's tuning mechanism and look for the N64 signal. Save the setting.
5. Achieve your challenge and get to the appropriate result screen.
6. Pop in a tape and press 'record'. Press 'Stop' after five seconds or so.
7. Repeat steps 5 and 6 according to the number of challenges you're attempting.
8. Rewind the tape to the beginning of your evidence (so we can see your scores quickly and easily). That's it.



ENTRY FORM

Hello there,
I'd like to humbly put myself forward for the Bronze/Silver/Gold Skill Club 64 league.
I include proof of my achievements in:

	A Super Mario 64		F Mario Kart 64
	B Diddy Kong Racing		G Pilotwings 64
	C Lylat Wars		H Turok: Dinosaur Hunter
	D GoldenEye 007		I Blast Corps
	E ISS64		J Wave Race 64
			K Yoshi's Story

Please send my badge and certificate to:

Name

....

Address

....

....

....

*Use a photocopy of this form if you'd rather not cut your copy of **N64** Magazine.*

I'M THE BEST

It's time to flex your gaming muscles in the world's most exclusive joypad gymnasium.

It may be the middle of another scorching summer, but now is hardly the time to get a tan and show off your six pack. There are simply too many games just itching to be played, and too many records waiting to be smashed. After all, the World Cup has finished, we didn't win, there's nothing on TV, and the hot weather should be spurring you all on to even greater achievements. You've got no excuse. Now go to your room and break some records.

NEW HIGH SCORE!



WIN A CONTROLLER!

A couple of months back we asked you to break 3'30" on *Top Gear Rally*'s Coastline course. Well, a few of you managed it, but none more emphatically than Martin Conroy from Leeds. His scorchingly fast 3'18"30 was enough to see off some tough opposition *and* win him a trendy transparent MakoPad from Interact (01204 700139). Well played, Martin. If anyone out there can do better, don't forget that our *TGR* league is still open for business.

This month we want to see some classy *Forsaken* times. Dip below 1'40" on the first level and you, like Martin could walk away with a free pad – Just perfect for some multiplayer mayhem. Best of luck and remember, the fastest time wins.



THIS MONTH'S SCORE TO BEAT
Less than 1'40" on the first level of *Forsaken*

Star Performance

I'm the Best has always been an almost exclusively masculine zone. Until now, that is. Beckie Haskins of Southsea was so dismayed by the poor showing from girl gamers that she decided to change things single handedly. The results? Well, take a look at our *DKR* league, where Beckie now adorns the table as (hopefully) the first of many new female record breakers. Girl Power, and all that stuff. So, the gauntlet has been thrown down. If *you* have a gaming achievement that's a little bit out of the ordinary, then write in (with proof) and you could win something N64-related.



SUPER MARIO 64

(PAL)

Foot Race With Koopa the Quick

1	0'00"0	Confirmed	*R. Gallagher, Southampton*
2	0'00"0	Confirmed	*Jonathan Francey, N. Ireland*
3	0'00"0	Confirmed	*Barry Gannon, Caithness*
4	0'01"0	Confirmed	*Michael Gapper, Bristol*
5	0'02"3	Confirmed	*Simran Bedi, Southall*
6	0'05"7	Confirmed	*Danny Dunn, Lincolnshire*
7	0'05"7	Confirmed	*Andrew Mills, Londonderry*
8	0'08"3	Confirmed	*John McCormick, Fife*
9	0'12"3	Confirmed	*Owain Brimfield, Peel*
10	0'12"7	Confirmed	*Calum O' Hanlon, London*

Peach Slide

1	0'12"7	Confirmed	*Stelios Giamerolos, Greece*
2	0'12"9	Confirmed	*Dave Bloemer, Holland*
3	0'13"0	Confirmed	*Trev Henderson, Harrogate*
4	0'13"0	Confirmed	*Marc Bennett, Newcastle*
5	0'13"0	Confirmed	*Danny Dunn, Lincolnshire*
6	0'13"1	Confirmed	*Andrew Mills, Londonderry*
7	0'13"1	Confirmed	*Zahir Ishani, Surrey*
8	0'13"2	Confirmed	*Micke Laakso, Finland*
9	0'13"2	Confirmed	*Dave Parsons*
10	0'13"2	Confirmed	*Calum O' Hanlon, London*

(AMERICAN/JAPANESE)

Foot Race With Koopa the Quick

1	0'17"4	Confirmed	*G. Eagleton, Huddersfield*
2	0'17"6	Confirmed	*GK, Darlington*
3	0'18"3	Confirmed	*P. Dimba, Tonbridge*
4	0'19"7	Confirmed	*Nigel Butterfield, Manchester*
5	0'27"5	Confirmed	*Richard Durkin, Newcastle*

Peach Slide

1	0'13"2	Confirmed	*James Adams, Bury*
2	0'13"3	Confirmed	*P. Dimba, Tonbridge*
3	0'16"0	Confirmed	*Ciaran Haren, Belfast*
4	0'17"0	Confirmed	*Jeremy Lock, Poole*
5	0'17"9	Confirmed	*O. Gunstan, Trowbridge*

WAVE RACE 64

(PAL)

Sunny Beach

1	1'11"021	Confirmed	*Nicholas Dyer, Surrey*
2	1'14"753	Confirmed	*Thomas McAlinden, Lurgan*
3	1'14"830	Confirmed	*Tatu Luostarinen, Finland*
4	1'14"916	Confirmed	*J. Richardson, Stoke-on-Trent*
5	1'15"149	Confirmed	*G. Gibson, Rickmansworth*

Stunt Mode, Dolphin Park (Any version)

1	66441	Confirmed	*Yvo van der Smoek, Holland*
2	41630	Confirmed	*Orestis Giamerelos, Greece*
3	41270	Confirmed	*Patrick Laakso, Sweden*
4	41132	Confirmed	*Norman Obaseki, Leeds*
5	40730	Confirmed	*Steven Zwartjes, Holland*

Glacier Coast – Time Trial

1	1'35"018	Confirmed	*Yvo van der Smoek, Holland*
2	1'37"326	Confirmed	*Stuart Richards, Surrey*
3	1'38"619	Confirmed	*Anssi Ahonen, Finland*
4	1'39"867	Confirmed	*Jonathan Corrin, Cumbria*
5	1'40"105	Confirmed	*Aaron Carroll, W.Yorks*

Glacier Coast – Stunt Mode

1	65951	Confirmed	*Yvo van der Smoek, Holland*
2	62199	Confirmed	*Aaron Carroll, W.Yorks*
3	61767	Confirmed	*Norman Obaseki, Leeds*
4	60120	Confirmed	*Steven Zwartjes, Holland*
5	55680	Confirmed	*Orestis Giamerelos, Greece*

(AMERICAN/JAPANESE)

Sunny Beach – Time Trial

1	1'02"694	Confirmed	*Chris Murphy, Manchester*
2	1'03"755	Confirmed	*William Lam, Bristol*
3	1'04"726	Confirmed	*Dilpesh Varsani, London*
4	1'05"478	Confirmed	*GK, Darlington*
5	1'05"68	Confirmed	*Bruce Robertson, Perth*

MARIO KART 64

(PAL)

Luigi Circuit

1	1'33"67	Confirmed	Graham Francis, Cronleigh
2	1'39"64	Confirmed	Richard Dunn, Lincolnshire
3	1'41"31	Confirmed	Stephen Ball, Macclesfield
4	1'41"41	Confirmed	S. Rogers, Weston-Super-Mare
5	1'42"31	Confirmed	J. Carr, Weston-Super-Mare

Royal Raceway

1	2'08"14	Confirmed	Steven Zwartjes, Holland
2	2'08"62	Confirmed	Martin Conroy, Leeds
3	2'08"76	Confirmed	Rob Pierce, Salisbury
4	2'08"88	Confirmed	Jan-Erik Spangberg, Sweden
5	2'09"33	Confirmed	Danny Dunn, Lincolnshire

Koopa Troopa Beach

1	1'34"37	Confirmed	Sam York, Bristol
2	1'37"01	Confirmed	Thomas Foster, Derby
3	1'38"31	Confirmed	Steve Ridley, Ramsgate
4	1'38"86	Confirmed	Stelios Giamarelos, Greece
5	1'38"94	Confirmed	Orestis Giamarelos, Greece

Frappe Snowland

1	00'22"43	Confirmed	Jon Willetts, Cheshire
2	00'23"98	Confirmed	Tim Wiles, Cardiff
3	00'27"45	Confirmed	Alan Pierce, Salisbury
4	00'27"72	Confirmed	Rob Pierce, Salisbury
5	00'29"10	Confirmed	Michael Cunningham, Australia

Bowser's Castle

1	2'16"88	Confirmed	Martin Conroy, Leeds
2	2'17"71	Confirmed	Rob Pierce, Salisbury
3	2'18"62	Confirmed	Gary Peters, Devon
4	2'18"74	Confirmed	Steven Zwartjes, Holland
5	2'18"74	Confirmed	Richard Dunn, Lincolnshire

Banshee Boardwalk

1	2'08"77	Confirmed	Rob Pierce, Salisbury
2	2'09"19	Confirmed	Gary Thomson, Bonnyrigg
3	2'09"30	Confirmed	Martin Conroy, Leeds
4	2'09"56	Confirmed	Stuart Hayward, Swindon
5	2'09"81	Confirmed	Richard Dunn, Lincolnshire

(AMERICAN/JAPANESE)

Luigi Circuit

1	1'21"94	Confirmed	Arthur Van Dalen, Holland
2	1'27"66	Confirmed	George Papapetrou, London
3	1'31"30	Confirmed	Tatu Luostarinen, Finland
4	1'40"23	Confirmed	Marc Duport, Guernsey
5	1'42"76	Confirmed	Steven Dyson, Poulton le Fylde

Mario Circuit

1	0'54"01	Confirmed	Tatu Luostarinen, Finland
2	0'54"32	Confirmed	Andrew Mills, Londonderry
3	0'54"46	Confirmed	George Papapetrou, London
4	0'54"58	Confirmed	Marc Dupont, Guernsey
5	0'54"64	Confirmed	Steven Dyson, Poulton le Fylde

Royal Raceway

1	1'46"68	Confirmed	Andrew Mills, Londonderry
2	1'48"28	Confirmed	George Papapetrou, London
3	1'48"73	Confirmed	Tatu Luostarinen, Finland
4	1'49"63	Confirmed	Steven Dyson, Poulton le Fylde
5	1'50"09	Confirmed	Arthur Van Dalen, Holland

STARFOX

ON CORNERIA (ANY VERSION)

1	276	Confirmed	Phil Hughes, Widnes
2	275	Confirmed	Greg Ihnatenko, Cheshire
3	270	Confirmed	Jon Davies, Wallingford
4	265	Confirmed	Neil Friedman, Whitefield
5	261	Confirmed	Kenneth Small, Sunderland
6	252	Confirmed	Stuart Richards, Surrey
7	248	Confirmed	Max French, Dundee
8	247	Confirmed	Demunter Knemy, Belgium
9	245	Confirmed	Matthew Kagelidis, Greece
10	242	Confirmed	Rob Pierce, Salisbury

Total Hits

1	2212	Confirmed	Jon Davies, Wallingford
2	2120	Confirmed	Greg Ihnatenko, Cheshire
3	2054	Confirmed	Sam Doyle, Derbyshire
4	2091	Confirmed	Phil Hughes, Widnes
5	2000	Confirmed	Jan-Erik Spangberg, Sweden
6	1984	Confirmed	Stuart Richards, Surrey
7	1952	Confirmed	Aaron Norris, Australia
8	1933	Confirmed	Rob Pierce, Salisbury
9	1900	Confirmed	Demunter Knemy, Belgium
10	1872	Confirmed	Tom Wedley, Buckingham

DIDDY KONG RACING

(PAL)

Ancient Lake

1	0'38"40	Confirmed	Beckie Haskins, Southsea
2	0'41"46	Confirmed	Stelios Giamarelos, Greece
3	0'42"03	Confirmed	Orestis Giamarelos, Greece
4	0'42"03	Confirmed	Adam Charlton, Huntingdon
5	0'44"51	Confirmed	Chris Cooke, Reading

Fossil Canyon

1	1'06"66	Confirmed	Adam Charlton, Huntingdon
2	1'08"33	Confirmed	Beckie Haskins, Southsea
3	1'10"00	Confirmed	Arthur Van Dalen, Holland
4	1'11"89	Confirmed	Stelios Giamarelos, Greece
5	1'11"90	Confirmed	Orestis Giamarelos, Greece

Hot Top Volcano

1	1'00"81	Confirmed	Stelios Giamarelos, Greece
2	1'01"96	Confirmed	Beckie Haskins, Southsea
3	1'02"95	Confirmed	Orestis Giamarelos, Greece
4	1'16"25	Confirmed	Remy Kamermans, Holland
5	1'16"41	Confirmed	Martin Perry, York

Jungle Falls

1	0'43"65	Confirmed	Adam Charlton, Huntingdon
2	0'45"46	Confirmed	Stelios Giamarelos, Greece
3	0'45"95	Confirmed	Orestis Giamarelos, Greece
4	0'45"66	Confirmed	Arthur Van Dalen, Holland
5	0'46"35	Confirmed	Ciaran McDermott, Ireland

Walrus Cove

1	1'37"10	Confirmed	Ciaran McDermott, Ireland
2	1'38"15	Confirmed	Beckie Haskins, Southsea
3	1'38"53	Confirmed	Adam Charlton, Huntingdon
4	1'41"57	Confirmed	Stelios Giamarelos, Greece
5	1'41"71	Confirmed	Daniel Carlsson, Sweden

Crescent Island

1	1'12"35	Confirmed	Stelios Giamarelos, Greece
2	1'14"08	Confirmed	Orestis Giamarelos, Greece
3	1'14"26	Confirmed	Ciaran McDermott, Ireland
4	1'15"56	Confirmed	Arthur Van Dalen, Holland
5	1'16"75	Confirmed	Beckie Haskins, Southsea

Windmill Plains

1	1'33"67	Confirmed	Stelios Giamarelos, Greece
2	1'35"45	Confirmed	Adam Charlton, Hungtingdon
3	1'35"61	Confirmed	Orestis Giamarelos, Greece
4	1'42"15	Confirmed	Ciaran McDermott, Ireland
5	1'45"56	Confirmed	Beckie Haskins, Southsea

Darkmoon Caverns

1	1'49"63	Confirmed	Beckie Haskins, Southsea
2	1'49"75	Confirmed	Adam Charlton, Huntingdon
3	1'52"21	Confirmed	Daniel Carlsson, Sweden
4	1'52"35	Confirmed	Jete Tantta, Finland
5	1'54"03	Confirmed	Richard Dunn, Lincolnshire



SNOWBOARD KIDS

(PAL)

Stunt Game

1	9999	Confirmed	Stelios Giamarelos, Greece
2	9040	Confirmed	Ed Higgins, Essex
3	7684	Confirmed	Matt Peck, East Sussex
4	7240	Confirmed	Olav Vassend, Norway
5	6572	Confirmed	Luke Porter, Belfast
6	6400	Confirmed	Rob Davies, Swansea
7	5520	Confirmed	Robert Gallagher, S'hampton
8	4852	Confirmed	Nader Kohbodi, N. Wales
9	4682	Confirmed	Orestis Giamarelos, Greece
10	4680	Confirmed	P. Underwood, Middlesex
11	4564	Confirmed	Adam Hayward, Cheshire
12	4560	Confirmed	Joe Hamilton, Irvine
13	4560	Confirmed	Steve Ridley, Kent
14	4560	Confirmed	Ben Cook, W. Sussex
15	4520	Confirmed	Alex Mitchell, Spalding

Rookie Mountain

1	00'27"06	Confirmed	Orestis Giamarelos, Greece
2	00'30"53	Confirmed	Graeme Robb, Scotland
3	00'30"70	Confirmed	Jon Black, Bristol
4	00'30"80	Confirmed	Robert Gallagher, S'hampton
5	00'31"33	Confirmed	Matt Peck, East Sussex

Big Snowman

1	02'00"96	Confirmed	Jon Black, Bristol
2	02'02"10	Confirmed	Robert Gallagher, S'hampton
3	02'02"43	Confirmed	Matt Peck, East Sussex
4	02'02"70	Confirmed	Graeme Robb, Scotland

Sunset Rock

1	01'36"50	Confirmed	Orestis Giamarelos, Greece
2	01'36"90	Confirmed	Stelios Giamarelos, Greece
3	01'53"70	Confirmed	Kris McCabe, Walsall
4	01'56"13	Confirmed	Jon Black, Bristol
5	01'57"20	Confirmed	Robert Gallagher, S'hampton
6	01'57"23	Confirmed	Graeme Robb, Scotland
7	01'57"23	Confirmed	Jan-Erik Spangberg, Sweden
8	01'57"46	Confirmed	Tom Winterton, Lincolnshire

Night Highway

1	1'32"26	Confirmed	Graeme Robb, Scotland
2	1'36"83	Confirmed	Jon Black, Bristol
3	1'40"56	Confirmed	Robert Gallagher, S'hampton

Grass Valley

1	1'47"13	Confirmed	Robert Gallagher, S'hampton
2	1'47"60	Confirmed	Graeme Robb, Scotland
3	1'50"36	Confirmed	Jon Black, Bristol

Dizzy Land

1	1'37"06	Confirmed	Graeme Robb, Scotland
2	1'38"30	Confirmed	Orestis Giamarelos, Greece
3	1'38"50	Confirmed	Stelios Giamarelos, Greece
4	1'38"53	Confirmed	Jan-Erik Spangberg, Sweden
5	1'40"76	Confirmed	Jon Black, Bristol
6	1'45"16	Confirmed	Matt Peck, East Sussex

Quicksand

1	1'36"56	Confirmed	Graeme Robb, Scotland
2	1'43"83	Confirmed	Robert Gallagher, S'hampton
3	1'46"03	Confirmed	Jon Black, Bristol

Silver Mountain

1	1'46"40	Confirmed	Orestis Giamarelos, Greece
2	1'46"63	Confirmed	Jan-Erik Spangberg, Sweden
3	1'46"76	Confirmed	Stelios Giamarelos, Greece
4	1'46"90	Confirmed	Graeme Robb, Scotland
5	1'47"90	Confirmed	Jon Black, Bristol
6	1'51"30	Confirmed	Robert Gallagher, S'hampton

Ninja Land

1	00'24"46	Confirmed	Robert Gallagher, S'hampton
2	00'24"60	Confirmed	Graeme Robb, Scotland
3	00'24"63	Confirmed	Jon Black, Bristol
4	00'27"83	Confirmed	Matt Peck, East Sussex

TOP GEAR RALLY

(PAL) NO SECRET CARS

Coastline

1	3'18"30	Confirmed	Martin Conroy, Leeds
2	3'21"90	Confirmed	Simon Madsen, Denmark
3	3'22"98	Confirmed	Paul Simcox, Peterborough
4	3'30"78	Confirmed	James Walton, Richmond
5	3'38"70	Confirmed	Reuben Crew, Anglesey
6	3'38"94	Confirmed	Danny Rigby, Colwyn Bay
7	3'40"70	Confirmed	Jan-Erik Spangberg, Sweden
8	3'41"02	Confirmed	David Rigby, Colwyn Bay
9	3'41"58	Confirmed	Jimmi Aarela, Finland
10	3'41"98	Confirmed	N. Cade-Westcombe, M. Keynes
11	3'48"93	Confirmed	Philipp Sokolean, Switzerland
12	3'49"06	Confirmed	Christopher Dunn, Boston
13	3'50"10	Confirmed	Richard Dunn, Lincolnshire
14	3'52"30	Confirmed	John McSweeney, Dublin

Strip Mine

1	2'56"19	Confirmed	Simon Madsen, Denmark
2	2'56"43	Confirmed	Martin Conroy, Leeds
3	2'59"43	Confirmed	Jan-Erik Spangberg, Sweden
4	3'02"02	Confirmed	Philipp Sokolean, Switzerland
5	3'02"03	Confirmed	John McSweeney, Dublin
6	3'04"69	Confirmed	Thamar Al-Sheikh
7	3'04"98	Confirmed	Stephen Galvin, Dublin

YOSHI'S STORY

(PAL)

1-1

1	5649	Confirmed	Kris McCabe, Walsall
2	5423	Confirmed	Bob Campbell, York

1-2

1	6016	Confirmed	Bonny Qvistorff, Denmark
2	5704	Confirmed	Alison Lennox, Argyll

2-1

1	6107	Confirmed	Bonny Qvistorff, Denmark
1	5557	Confirmed	Kris McCabe, Walsall

3-2

1	5891	Confirmed	Bonny Qvistorff, Denmark

4-1

1	5831	Confirmed	Bonny Qvistorff, Denmark

5-3

1	5883	Confirmed	Bonny Qvistorff, Denmark

6-4

1	5732	Confirmed	Bonny Qvistorff, Denmark

Total Score

1	35460	Confirmed	Bonny Qvistorff, Denmark

How to enter

WANTED! FORSAKEN TIMES

We've had the first of your *Yoshi's Story* scores and they're looking very promising but maybe you can do better? Have a go and send it in. We're also looking for your times on futuristic shoot-'em-up *Forsaken*, so hop on your Pioncycle, prepare your pulsar and find out if you are, indeed, the best.

Remember, you'll still need to send a photo or video for your effort to be 'confirmed'. Any photos MUST have your name, address and score/time on the back. Videos must have a label attached with the aforementioned information easily legible.

Send all your bits to:
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Bath BA1 2BW

If you'd like your videos or photographs back, please include a stamped, addressed envelope (with the correct number of stamps) and we'll promise to do our best to return them. And remember, each issue has to be completed far earlier than you'd imagine, so don't fret if your entry doesn't appear in the first issue after you post – it'll be there in the next one.

N64

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So the letters page strolls around again. Got something N64-related to say? Then this is the place to say it.

Club 64, **N64** Magazine, 30 Monmouth Street, Bath BA1 2BW Fax: 01225 732275, e-mail: n64@futurenet.co.uk



Each month, the **N64** Star Letter wins a super Gamester LX4 Steering Wheel with Rumble Effect (LMP 0800 0813061). All other letters printed win a prized N64 badge!

N64 MAGAZINE STAR LETTER

"Solution"

For all you Brits out there who want *1080° Snowboarding* now, I have the perfect solution: import a copy from over here in Australia. As it's winter here now, it's already out and because we've got the same PAL TV system as you, Australian copies will work fine in UK machines (*It's true – Ed*). You'll even win on the exchange rate – a game over here only costs the equivalent of £25. I've included a few e-mail addresses and phone numbers of mail order firms.

- Jaycar: mailorders@jaycar.com.au.
- H.E.S: 0061 297730044.
- Mainstream Interactive: 0061 0398082100.
- Action Hi-Tech: 0061 0398082100.

It's all true. If you get a mail order copy of 1080° from Australia, it'll work fine on your UK N64, full screen and almost full speed. If you need your snowboarding fix now rather than November (the UK release date for 1080°), then ring one of these numbers (remember that they're 10 or so hours ahead of us and that it's fairly pricey) and see what you can sort out. You'll need a credit card, mind. **Ed**

Correction corner

We never make mistakes. Eh? Whassat? Oh...

Disney movies are NOT "universally appealing".
Daragh McDowell, Dublin

They are to Tim, apparently. But he also likes Killer Nun. Eclectic! **Ed**

Your Correction Corner isn't even in a corner!
Crispin Field, Pitstone

It is now. **Ed**

Josh Clarke's *GoldenEye* Reader Tip in issue 14 is: a, crap b, in the instruction manual, and c, wrong. It's hold A not B.
Ben Barden, Guildford

We've buried the Tips Editor up to his chin in sand down at Weston-Super-Mare. He won't be making any such elementary mistakes again. **Ed**

The first place Reader Tip in issue 14 was printed by you in your *GoldenEye* guide in issue 10. The third placed tip was far better and should have won!
Chris Redit, St Albans

As the Tips Editor came stumbling into the office covered in seaweed and dripping murky West Coast seawater on the carpet, Andrea slapped him around the face with your letter. He won't do it again. **Ed**

In issue 16, page 6 you put 1988 instead of 1998.
S Riley, Nottingham

Andrea dreaming she was back in her favourite decade again. Sorry. **Ed**

"Major glitch"

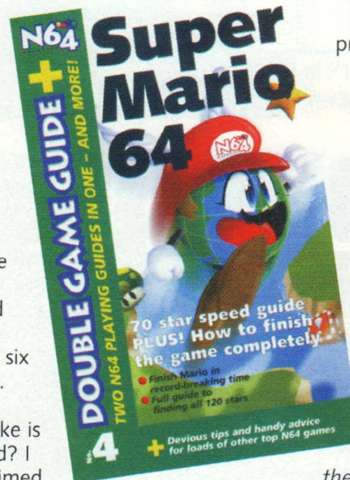
Having bought the Datel Game Booster to play my Game Boy games on my N64, I found a major glitch with it. It seems that you can't save your games onto your Game Boy cartridge. This made playing games such as *Legend of Zelda: Link's Awakening* virtually impossible.
Dale Petz, Brierley Hill

Whoops. We didn't think to check that – and it really is a major disadvantage with loads of Game Boy games. Thanks for pointing it out. **Ed**

"Gone bananas"

When I was reading the **N64** Double Game Guide for *SM64*, I noticed that the world record for completing the game was around six hours and 30 minutes. Has the world gone bananas? How snail-like is that for a world record? I have no proof, but I timed myself in a completion time of two hours and 37 minutes. I'd be interested to know other readers' times, as there's plenty of room for improvement on mine.
Clare Clewer, Broadstone

Congratulations on the time. If it's true then you're a real Mario expert. Of course you could have videotaped your performance for that extra element of proof. If any other readers want to record their best completion times, we'll open a new league in I'm the Best. **Ed**



"Any link?"

After reading your story on *Jet Force Gemini*, I was wondering if there was any link between this and the *Jetman* series of games made by Ultimate and Rare. It looks like a progression, but they've changed the characters. By the way, I already love the dog.
Robert Chette,

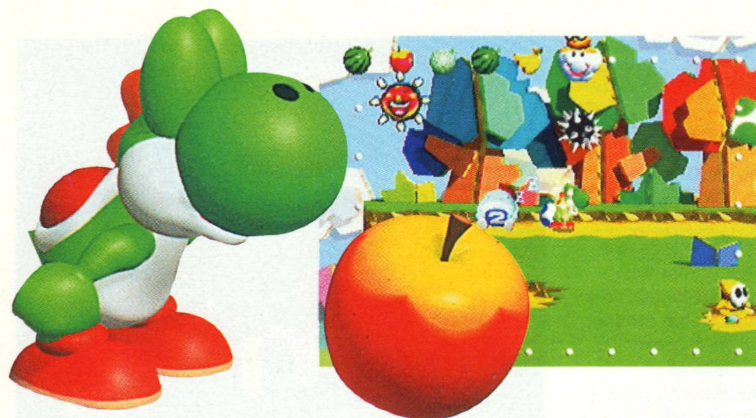
We put your question to Rare and they said "Nope, there's absolutely no connection at all. No. We deny everything. It's not true. Leave us alone." So there you go. **Ed**

"Dug up"

The other day I dug up my SNES and played *Donkey Kong Country: Dixie's Double Trouble* and found that in Wrinkly's cave she's playing on an N64. The N64 wasn't around when this game was released, so Nintendo must have shown Rare a clue about what was to come.
Scott Winterburn, Great Yarmouth

There's a similar time-bending conundrum at the end of Banjo-Kazooie. They're clever people at Rare. **Ed**





"Missed out"

In your issue 15 feature on the 30 most important people in the Nintendo Universe, I noticed that you'd missed someone out – Koji Kondo, Nintendo's main music man. He's done the music on bucketloads of games, from *Lylat Wars* to *Zelda* on the Game Boy. I think he deserves a high rank because his music adds so much to the games he works on.
Colin Sales, Bishopton

Maybe Koji should have slipped into the top 30 somewhere. He'd definitely make it in if we'd done a top 50 – we just didn't have enough room to feature all the people we would have liked. And you're right, his music for Link's Awakening *is superb.* **Ed**

"Couldn't quite"

In his guide to *Yoshi's Story*, Daniel Glenfield said that he couldn't identify the music for the Trial Mode selection screen. I don't know whether it's a remix of an old game tune or not, but I can tell him that it's called "Let's Try it". I got a CD of *Yoshi's* soundtrack at Electronics Boutique and I've enclosed a tape.
Shane Roberts, Spalding

Thanks for the tape, we've passed the last week in the office with idiotic grins on our faces. **Ed**

"Hair aggravation"

After many hours of pull-out-your-hair aggravation, I've finally remembered that *Yoshi's Story* Time Trial music comes from the rather fine *Mario Paint* on the SNES.
B. Carr, Southport

Ha! We knew we'd heard it before. Best be careful with that hair though. You don't want any Jes-style accidents. **Ed**

"Old codger"

Much as I hate to sound like an old codger, harping on about the 'good old days', I feel as though the gaming scene has deteriorated over the years. The biggest problem is the lack of 2D games. Granted, a three dimensional play area offers more scope in certain areas, but I miss the immediate appeal, simplicity and downright fun of SNES classics like *Super Aleste, Sparkster, Secret of Mana* and countless others. Most of my favourite games are in a two-dimensional

Fact box

It's a box. And it's got some facts in it. After last month's educational tete-a-tete with the 64DD and then the old carts versus CDs debate, we've decided to switch our piercing eyes to the subject of the N64's greatest game: Rare's *GoldenEye*. What else could possibly be said? Well, there's all this, for a start...

Q. Great game and all that, but not glitch free is it?

A. Nope definitely not. Apart from plot inconsistencies (like being able to shoot Trevelyan, Boris, Xenia amongst others and still have them turn up in other levels), the biggest source of glitches are the game's in-built cheats. The 'hideous freaks' featured in N64 are largely a result of the chat codes messing up the game a bit.

Q. Ah yes, the cheats. What about the 24th slot on the cheat screen?

A. Well it's just a gap. Rare didn't ever mean for there to be a 24th one. If you have a Datel Action Replay cart, you can get the 'Lines Mode' to appear in the slot (it's like *Turok's* Pen and Ink mode) but that's the only way to get it.

Q. So what about cheat codes to tap in?

A. The only one to have been officially released is the cheat to get 64 characters in the multiplayer game. We printed that in issue 15 and 16. There aren't any others. Yet.

Q. But the 'Five Bonds' cheat – I've seen it all over the place?

And each time it's been a cruel trick. You can't get Connery, Lazenby, Moore or Dalton in the game. Rare didn't have the licence to use them so they weren't included. They could have been sued if they did. For big money.

Q. But the picture of a Bond in a white tuxedo...

A. Is an early publicity shot only. If you look at the gun in the pictures on the back of the box, you'll see that's not in the game, either. Rare provided some screenshots to be used on the box before the game was finalised.

Q. How about that building I can see in the distance from the Dam. Can you get to it?

A. Afraid not. It's in there for decoration only.

Q. OK then, what about the Level Editor you get at the end of the game?

A. When you've beaten all of the missions on each of the difficulty modes, you earn the 007 Mode. This allows you to adjust three attributes of your enemies on a sliding scale: reaction time, accuracy and toughness (their ability to withstand your shots). It doesn't allow you to change anything else.

Q. One last thing. Wouldn't it be better if the dead bodies remained on screen rather than fading away?

A. It would, but because the bodies are modelled from polygons, they take a sizeable mount of the N64's memory and processor time to display. Keeping all of them on screen would cause the game to crawl to a halt. And that wouldn't be any good, would it?

DREAM ON

New games you want to see

Teris Battle Gaiden 64

Does anyone remember *Teris Battle Gaiden* on the SNES? That was a dream in itself, but a four-player battle point/time attack, skill tables, Pocket Monster-style collect-and-nurture characters, outstanding magic attack special effects and full Rumble Pak support wouldn't go amiss!
Mike Ridley, Belfast

It's interesting that none of the N64's flash 3D puzzle games have so far managed to live up to the simple playability of games like Tetris Battle *or* Puzzle Bobble. *Could be worth looking into...* **Ed**

Mario Water Sports

This game would combine the water effects of *Wave Race* with lots of different sports such as surfing, bodyboarding, water skiing, sailing and lots of others. You could have an adventure mode where you have to get a medal on each of the many tracks which could be based all over the place – Bowser's Castle could have the water replaced with lava.

There would be loads of characters from *Mario Kart* and *Diddy Kong*, and completing the game would earn you more, such as Wizpig or the black shy guy. There could be secret tracks as well
Adam Nodwell, Edenbridge

Just as long as Pipsy the Mouse doesn't make an appearance. **Ed**



Super Punch Out 64

Anyone remember *Frank Bruno's Heavyweight Boxing* on the C64? (*I do – Martin*) It was later converted to *Super Punch Out* on the SNES.

I can't think of a better conversion for the N64. It would be just as addictive (as long as they toned down the ridiculous difficulty setting) but all fleshed out into lovely 3D.
James Clarke, Derby

It was a great game, but with retro classics such as Rampage *falling very flat in the modern world, we wonder whether* Super Punch Out *would suffer the same problem. Won't know until someone gives it a try, though.* **Ed**

BONUS LETTERS

We think the Super Happy Tree is a cannabis plant.
Mik Babb & David Martin, Trowbridge

We've got no idea what you mean. Bad luck about Trowbridge, though. **Ed**

Why do you lot think *ISS64* is better than *FIFA '98*. I've played both and I prefer *FIFA* any day. Oh, and *Nagano Winter Olympics* is a fantastic game.
Ross Keniston, Taunton

You might have had a point up until you mentioned Nagano*... zzzzzzz.* **Ed**

There's a place in Scotland called 'Overton' – it's near Dufftown. The grid reference is 273451.
Colin Sales, Bishopton

It's Wil's ancestral home and country retreat. He's a cousin of the fifth Laird of Overton, you know. **Ed**

Computer gaming is primarily a solitary pursuit with the multiplayer being the nice, but non-essential, icing on the cake.
Andrew Lonsdale, Seaham

So GoldenEye's multiplayer non-essential then? Oh no... **Ed**

The Englishman in Tokyo is too short.
Andrew Shum, Fareham

Max is a good 5'10". Tall enough for us. **Ed**

You don't print enough letters from Scotland. Or from the female of the species.
Joanne Greig, Scotland

Sorry. **Ed**

Princess Peach quite clearly says "Bingo! Bye bye".
Rachel Stock

Quite clearly. **Ed**

No one wants to hear about how many languages Rony Costa can speak. If I ever see *him* on the streets of London, *I'll* smack *him* around the face. Got that!
Mark Wassouf, London

N64 *Magazine responsible for street fighting in the capital? We never meant it, Officer.* **Ed**

environment – the N64 is more than capable of handling 2D, so why don't we see more games exploiting its capabilities.
Nathan White, Stonebridge

We like 2D games as well and for developers and gamers they have a lot of advantages. The graphics side takes less time to perfect (no tricky polygons to handle), more time can be spent perfecting the way the game plays, and games become less of a financial risk, allowing developers the freedom to experiment a bit more.

The big problem is that 2D is desperately unfashionable. The vast majority of games buyers equate 2D with the 'old days' and will immediately discard it. It's mad – the way a game plays is always by far the most important thing – but at the moment 2D games only live on in the mixed bag of top-down PC strategy titles, most of which require a mouse to work properly. It would take a brave developer to buck the trend. **Ed**

"You asked"

In your Yoshi article you asked for platform games without end of level bosses. Here goes then: *Manic Miner, Jet Set Willy, Green Beret, Bombjack, Topper the Copper, Pyramid, Freak, Bounder, Re Bounder, Thing on a Spring*... (fades out)

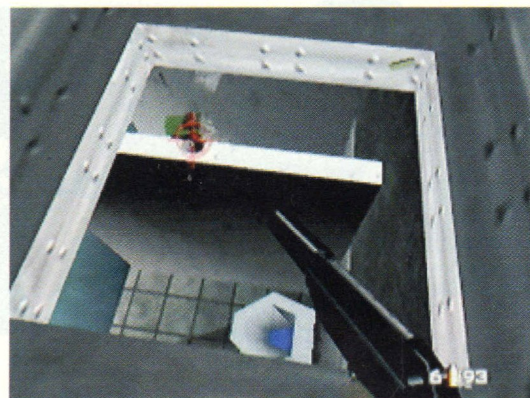
"Bit noisy"

After reading J. Davies' letter a couple of issues back, I decided to make myself a four-player, 4xfullscreen adaptor. The results are a little blurry but it's well worth it to keep your actions hidden from the other three players.

I'm hoping to use the adaptor as the first stage in a project that will eventually lead to a marketable product. At the moment it's virtually all mechanical, relying on car parts, such as distributors and electric motors, running at 50Hz or RPM to split the signal. As a result, it's pretty large and noisy and has to sit outside in a box, with the cables running through the window. I'm gradually replacing these parts with more accurate, home-made electronics.
Daniel Taylor, Congresbury

Motors and car distributors? In a separate box outside? You are winding us up, right? **Ed**

...Fungus, Human Race, Impossible Mission, R1-D1, William Wobbler, Bruce Lee, Shaolin Road (fades)...



"Toilet"

In *GoldenEye*'s Facility level, I've noticed that there isn't any toilet roll in the cubicles or even a flush handle. The sinks don't have any taps but on the wall there's a sign indicating that you should wash your hands. I'll certainly think twice next time a Russian soldier wants to shake my hand.
Stuart Millar, Guildford

Do you get a lot of friendly Russian soldiers in Guildford, then? **Ed**

...Chuck Egg, Chuck Egg 2, New Zealand Story, Monty Mole, Auf Wiedersehen Monty...

STOP IT ROB PIERCE FROM SALISBURY. STOP IT NOW! **Ed**

"Confession"

I have a confession to make. I didn't invent the Dust Protector 64 featured in issue 15's Invention Corner. I stole the idea from my brother, Carl, who thought of it himself. Sorry Carl.
Marc Eastham, Oldham

You'd better give Carl this badge, then. **Ed**

So tell me this

1. Any chance of seeing *Gran Turismo* or *TOCA Touring Car* on the N64?
2. What are the PAL release dates for *V-Rally*, *Pilotwings 2* and *World Grand Prix*?
Steven Said

1. Gran Turismo no (it's Sony's game), but TOCA Touring Car is a definite possibility, seeing as Codemasters currently have Micro Machines V3 64 on the release slate.
2. V-Rally should be out around November time, and, with any luck, World Grand Prix should turn up in August. Pilotwings 2 has been canned.

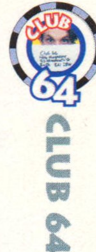
1. You claim that *F-Zero X* will run at 60 frames per second. How will this be possible when a UK TV's update is only 50 frames per second. Will we lose frames?
2. Is *G.A.S.P* really that bad?
3. You claim that the Japanese version of *ISS* will have a FIFA licence. Will the UK version have this?
Chris Easton, Perth

1. We don't think so. Frames per second (an animation rate) and screen update (the physics of a TV set) are two separate principles. As far as we understand things – not as far as we'd like – the PAL version of F-Zero will be just as smooth as the NTSC version. Hopefully.
2. We never lie.
3. 'Fraid not. The Jap version of ISS does indeed have the official licence (check out the review on page 72), but for the most part it's difficult to tell – nearly all the text is in Japanese including the players' names. When ISS '98 (the PAL version) arrives in September, it'll be un-licensed with made-up names and teams. You'll still be able to change these yourself though.

1. Will there be an X-Files game on the N64?
2. Any screenshots of *Jurassic Park 64* yet? When will it be released?
3. Any Disney games on the way?
4. Have you heard from Jonathan? Is he still alive?
Vagelis Goumas, Greece

1. As the PC game is nearly all FMV, we very much doubt that an N64 version will arrive.
2. We've not heard of anything about this since last year's E3. When games go 'quiet' for this long, it usually means they've been canned.
3. There's the Disney puzzler game from Capcom...
4. JD's still alive and living the high life in London testing cars for Top Gear. He pop's in from time-to-time to say hello.

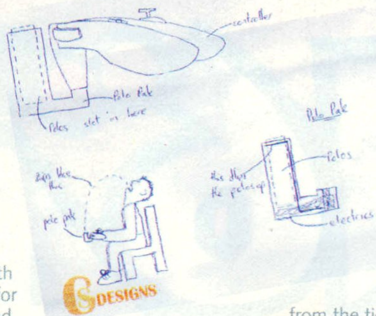
1. Does the Game Boy camera/printer package include a Game Boy?
2. How many memory pak pages does one save of *Mystical Ninja* require?



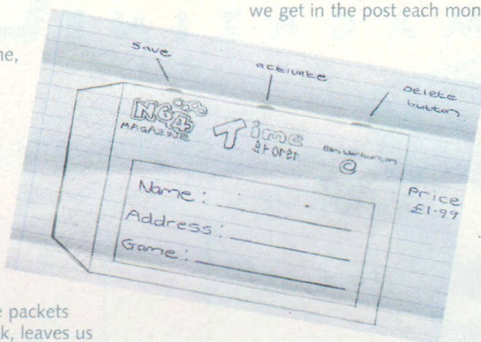
INVENTION CORNER

Patent officers of the world, prepare to tremble…

Polo Pak
While clearly over-dosed on Britain's favourite mint, **Craig Silcocks of Trowbridge** (*It's the water, you know – Andrea*) came up with this design for a new joypad plug-in. "Ever felt like a Polo while you're playing a game, but can't be bothered to get one?" runs his design brief. "Well, the Polo Pak is the answer to your problems. It fits in the joypad slot and in the middle of a game, you press R and L together, the Pak flips a Polo into the air for you to catch in your mouth." Even the temptation of four free packets of Polos per £4.99 Polo Pak, leaves us slightly dubious about the true mass market appeal of this peripheral.



Time Story
"This invention is used to save one single image on screen" explains **Ben Warburton of Harrogate**. " The idea is that you use it to enter competitions, such as I'm the Best, without having to go to all the trouble and difficulty of taking a picture or video of your game. Because you're only saving one frame of each game, the Pak would be cheaper than a Memory Pak and you could see the score stored without having to plug it in, via a display at the top." Very clever, we think. Anything to save us from the tidal wave of pictures and videos we get in the post each month.



Money Printer
Right then. A money printer. It slots into you joypad and then, er, prints money. **Robert Chimes of Dubinfield** claims to have thought of this, but wisely – just in case he has a prototype up and running – neglected to include his address. Swiftly moving on…

Do you have a larger than normal brain? Then send anything it's produced to: Invention Corner, N64 Magazine, 30 Monmouth Street, Bath BA1 2BW. Any we print net N64 Magazine badges for their creators.

The N64 MAGAZINE BOARD

Go on, be artistic!





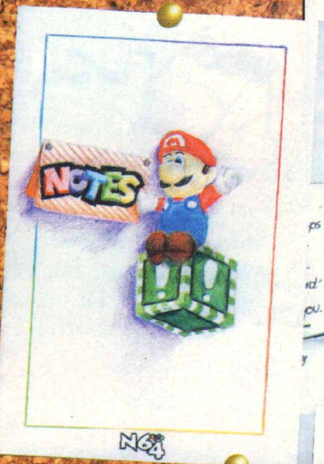
△ *Link's sister comes from Harriet Butler.*



△ *It's action a go-go in Dario Centrella's picture. It's come all the way from Australia, too!*



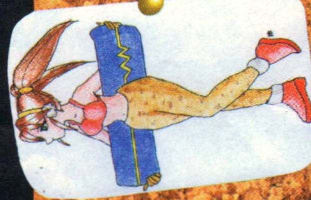
△ *Ugo drew this. Can't make out his second name. Write in!*



△ *Dario's also designed us a special Nintendo notepad. Cheers.*



◁ *Harriet sneaks the first bit of 'envelope art' into N64 Magazine.*





◁ *"Hi, I'm Kent Brockman." Neil Moran from Ringserd in Ireland.*

3. PLEASE can you tell me how and where to get the Soft Rack 64?
4. The screenshots of *Super Mario RPG 2* look rubbish. Will the final game look like this?
David Roberts, by e-mail

1. Nope. The printer and camera are on sale separately as well.
2. The game only allows you to make one save per memory pak. That one save will cost you 16 pages.
3. It's honestly not available in this country. Sorry.
4. They don't look rubbish to us. Different maybe – Mario's a flat sprite in a 3D world – but stylishly different, we reckon.

1. Can you save import games running though a convertor cartridge onto a normal memory pack?
Michael Smith, Lowestoft

1. Yes, you shouldn't have any problems with a standard memory card – it's on-cart saves that often mess up.

1. I'm going to America in September. Will *Zelda* be out by then and will I be able to run it through a convertor cartridge on a UK machine?
2. Will *South Park Deathmatch* be like Rugrats or *GoldenEye*?
3. What does 'real time clock' mean?
Gary Boyle, Broxbum

1. November 23rd is Zelda's US release date. We'll update you then on whether it works with a convertor cartridge or not. Probably not, knowing Nintendo.
2. More like GoldenEye's deathmatch section. No guns, though.
3. It refers to the clock in the DD Drive. It keeps track of the time of day and allows some games to synchronise with the passing of time in real life.



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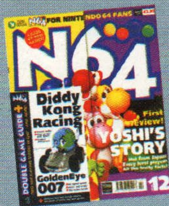
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Back issues



Fancy some light summer reading? Well, you could always order yourself the entire **N64** Magazine back issue collection to while away those lazy summer evenings. No? Well maybe just a couple then? Or just one? Oh, go on...



ISSUE 12

The Yoshi's Story Edition

Yoshi's Story finally arrived in Japan and **N64** Magazine was first with a review. 10 other games, including the massive *WCW vs NWO*, also got a thorough going over in this jam-packed issue.

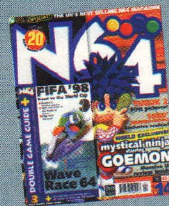
● Issue 12 also came with the first of our Double Game Guide + tips' books – featuring *Diddy Kong Racing* and *GoldenEye 007*.



ISSUE 13

The First Birthday Edition

The N64 celebrated its first birthday and **N64** Magazine was there to pull the party poppers. Discover which game team members voted as their favourite, vote for your top game and take part in a competition to find the best GoldenEye players in the country. ● Issue 13's Double Game Guide + concentrated on *Lylat Wars* and *Mario Kart 64*.

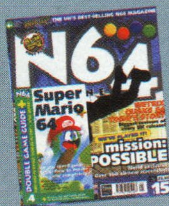


ISSUE 14

The Goemon Edition

N64 Magazine had the exclusive on the N64's first English RPG and we went all wintry with reviews of *Snowboard Kids* and *1080°*. We also had a cracking *Fighters Destiny* guide and plenty of tips on hammering level 5 in *ISS64*.

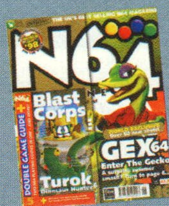
● The Double Game Guide + showed you how to conquer *FIFA '98* and *Wave Race 64*.



ISSUE 15

The Mission Edition

We were the first magazine in the world to play it and in this issue we tell you exactly what we found. Plus huge reviews of *Quake 64*, *Yoshi's Story* and *Wetrix* and over 20 pages of tips on *Snowboard Kids*, *Mystical Ninja*, *GoldenEye* and other top games. ● Issue 15's Double Game Guide + held all the secrets to *Super Mario 64*.

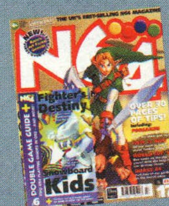


ISSUE 16

The Gex Edition

We take a look at *Gex: Enter the Gecko* and all the other adventure games due to make an appearance on the N64. There're reviews of *World Cup '98*, *Forsaken* and *Rampage* plus tips for *Yoshi's Story*, *Mystical Ninja* and *Quake*.

● Issue 16's Double Game Guide + tipped *Blast Corps* and *Turok: Dinosaur Hunter*.



ISSUE 17

The E3 Edition

Tim trawled through the huge E3 games show in Atlanta and came home with a suitcase stuffed full of hot information. We managed to cram it all into this biggest ever issue and even left some room for guides on *Forsaken*, *WCW*, *World Cup '98* and *Quake*. ● The Double Game Guide + tipped *Fighters Destiny* and *Snowboard Kids*.

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N64 Magazine DIRECTORY

The complete guide to every game we've ever reviewed in N64 Magazine.

How it works

- The game's name
- Its publisher
- A summary of our review
- The best tip or cheat, and any issues that we've done guides
- How much it costs
- The issue we reviewed it in
- Score
- The reviewer's initials (see next door)

BIG RED FAST ONE 64

Futuresoft | *£2.95* | N64 9 ● 25% ● RL

Broom! You like cars. Phwoarr! You like girls. This is the game aimed at you, but – oh dear – it's dreadful. 1998. Hello. It's 1998.

Do you drive a Fiat Uno? Have you never had a girlfriend? Unlikely ever to get a non-inflatable one? Then there's just an outside chance you might enjoy this.



N64 reviewers

- JA = James Ashton
- JD = Jonathan Davies
- MH = Marcus Hawkins
- TW = Tim Weaver
- WO = Wil Overton
- ZN = Zy Nicholson
- JS = Jon Smith
- JN = Jonathan Nash
- JB = Jes Bickham
- TT = Tim Tucker
- ME = Max Everingham
- DM = Dean Mortlock
- JP = James Price
- SJ = Steve Jarrat
- MK = Martin Kitts

UK Games DIRECTORY



Aero Fighters Assault

Konami | *£55* | N64 16 ● 58% ● MK



Good in spells, but flawed and disappointing at length, *AFA* feels realistic enough but is too dull, too often.

To access the secret planes, go to the Title Screen and press Left-C, Bottom-C, Right-C, Top-C, Left-C, Right-C and Down-C.

Aero Gauge

ASCII | *£55* | N64 17 ● 10% ● MK



A real stinker of a *Wipeout* clone with game-affecting pop-up, cheating computer opponents, and terrible controls.

If you shelled out good money for Aero Gauge, 01273 821104 is the number to phone to complain.

Automobili Lamborghini

Titus | *£50* | N64 10 ● 67% ● TW



It's not that it's actually bad, just only really competent. It'll pass a few hours but don't expect anything as lasting as *Top Gear Rally*.

When in the pits, you have to waggle the analogue stick to make your crew work faster. Remember: waggle in a circle, not from side-to-side.

Blast Corps

Nintendo/Rare | *£50* | N64 5 ● 88% ● JS



Undoubtedly one of the most idiosyncratically original games on the N64, and one you're almost certain to enjoy.

Full Blast Corps guide in N64/8. ● Double Game Guide + on the cover of issue 16.

Bomberman 64

Hudson/Nintendo | *£50* | N64 8 ● 50% ● ZN



Oh dear. A big disappointment. The one-player mode was always a bit tedious but the multiplayer game has been completely ruined.

Have a gander at Zy's review in N64/8 for the low down on how to play Bomberman and the bits to look out for. (If there are any.)

Bust-a-Move 2

Acclaim | *£40* | N64 17 ● 80% ● JA



Don't be put off by its dodgy graphics. One of the best puzzle games in the world, and certainly the finest so far on the N64.

Cancel all engagements for the next month or so, prepare yourself a selection of snacks and barricade yourself in. This'll eat up your time like no other game.

Chameleon Twist

Ocean | *£60* | N64 10 ● 70% ● JD



There're thrills and spills but it won't take you long to finish. The multiplayer game beats *Bomberman* – but that's not that hard.

When doing the pole vault move, as you're springing back up, press jump just a little way before you reach the top for an extra-high jump.

Clayfighter 63⅓

Interplay | *£50* | N64 9 ● 24% ● JB



Possibly the worst game on the N64. Except, perhaps, for a game where you have red hot needles shoved into your eyes.

When, at the beginning of a fight, the highly amusing commentator shouts, "Let's get ready to crumble!", switch off your machine.

Cruis'n USA

Nintendo | *£35 too much* | N64 13 ● 24% ● TW



Pop-up cardboard scenery and music to make your ears bleed. Less about driving, more a rule book on how to cock-up console games.

Hold the Top, Left and Bottom-C to access some 'weird' secret vehicles at the car selection screen. The game's still crud, mind.

Dark Rift

Vic Tokai | *£60* | N64 9 ● 69% ● JD



Uninspiring special moves and similar characters. Nicely animated, potentially solid but, ultimately, really rather dull.

Enter this code at the title screen to play as the game's two secret bosses: A, B, R, L, Bottom-C and Top-C.

Diddy Kong Racing

Nintendo/Rare £50 N64 10 ● 90% ● JA

STAR GAME

This game is huge – 40 tracks, a massive Adventure mode and three different vehicles to choose from. Not quite as good as *MK* though.

For a fast start, wait for the "Get Ready" sign, then press the accelerator after it disappears and just before "Go!". ● Guides in N64/11, 13 & 14 and Double Game Guide + no 1.

Forsaken

Acclaim £60 N64 16 ● 90% ● MK

STAR GAME

A fabulous *Descent*-style shoot-'em-up with unbelievable lighting and visuals. Lacks personality in multiplayer but worth investigation.

To open up an alternative route, try tearing through the first level in under two minutes 30 seconds.

Doom 64

GT £60 N64 7 ● 77% ● JA

Solid and workmanlike but, up against Acclaim's dinosaur-basher and Rare's breathtaking Bond licence, it looks dreadfully old hat.

At the password screen enter ?TJL BDFW BFGV JVVB for a complete cheat menu. ● Other tips in the review, N64/3&7.

GoldenEye 007

Nintendo/Rare £50 N64 9 ● 94% ● TW

STAR GAME

Brilliant levels, detailed scenery, breathtaking weaponry and a perfectly judged difficulty curve. It doesn't get much better than this.

● Check out I, Spy, the free MI6 giveaway in N64/9 and tips in N64/12 & 14. There's also the Double Game Guide + no. 1 (free with issue 12) if you get really stuck.

Dual Heroes

Bitwave/Hudson £55 N64 17 ● 50% ● MK

Stashed full of innovative features, like the ability to train the computer to fight in your style. Sadly it's ruined by some terrible AI.

To beat the CPU in an open arena, use the Z button to run around him at the edge of the platform, confusing him into falling off the edge.

GT 64

Ocean £55 N64 17 ● 67% ● TW

Handles reasonably well, but it's slow, ugly and there's far too much pop-up. Not what we were hoping for. Nice initials, mind you.

Winning the championship in 24 laps-per-race mode will allow you to play the secret track.

Duke Nukem 64

GT £55 N64 10 ● 85% ● TW

STAR GAME

A commendably violent and vastly enjoyable conversion. Gorgeous new explosions and a brilliant multiplayer game.

Remember, the cocooned ladies can't be shot at any more. They can only be released with the use of the handy Open button. ● Cheats in issue 15.

Hexen

Midway £60 N64 5 ● 69% ● JD

Sadly, exactly the same as its elderly PC mum. Still fun in a retro kind of way but, in the light of *GoldenEye*, hard to recommend.

To activate the cheat menu, pause the game and press Top-C, Bottom-C, Left-C, Right-C very quickly. ● In the Cheat menu, press Left-C, Right-C and Bottom-C for invincibility.

Extreme G

Acclaim £60 N64 9 ● 87% ● TW

STAR GAME

Never likely to displace *Wipeout 2097* as the ultimate future racer but still hugely impressive. Face-melting speed and beautiful tracks.

Try typing "fisheye" in at the player name screen. This produces a weird sensation of being inside a goldfish bowl as you race. Kooky. ● Check out the guide in N64/12.

Int. Superstar Soccer 64

Konami £60 N64 3 ● 92% ● TW

STAR GAME

An almost flawless game which could only have been bettered with the addition of real teams. Kills all known *FIFA*s dead.

For the super teams: At the title screen hold Z and press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A. Release Z and press Start. ● Guides in N64/4 & 14.

F1 Pole Position

Ubi Soft £60 N64 7 ● 71% ● JD

Ubi Soft could have done a lot more with this. Obvious flaws include horrendous pop-up and stop-dead banks.

If your bloke in the pits shouts at you to come in, don't bother. You can make the whole course without a tyre change.

Killer Instinct Gold

Nintendo/Rare £55 N64 3 ● 62% ● MH

Great in its time but a bit out-dated now. For most people, enthusiasm for this type of beat-'em-up is at a low ebb.

To access the extra options during the character bio screens in the intro press Z, B, A, L, A, Z in sequence. ● Tips in N64/1 and in the review in N64/3.

FIFA 64

Electronic Arts £60 N64 2 ● 39% ● TW

How in the wide, wide world of sport did this get through Nintendo's quality control department? We can only wonder.

Remember, you only need tap the shoot button once. The delay is terrible but you will eventually produce something. Don't press it a second time or your shot will fly over.

Lylat Wars

Nintendo £60 N64 8 ● 91% ● JN

STAR GAME

Perhaps not as perfect as it could've been (it really needed a level select, for instance) but another tour-de-force for Shigs.

Achieve gold medals on all levels for the four-player tank and Expert modes. ● Game guides in N64/8 and N64/9 and Double Game Guide + no. 2 (free with issue 13).

FIFA '98 The Road To The World Cup

Electronic Arts £60 N64 10 ● 83% ● TW

Banishing the memory of *FIFA 64*, there's plenty of promise here and a seemingly rosy future for the World Cup '98 version.

Try using the Lob (Top-C) to seek out players in front of you. It's safer than the ground-level pass, as it avoids the man marker. ● Guide in N64/13 and Double Game Guide + no. 1

Mace: The Dark Age

GT £60 N64 9 ● 81% ● JB

We weren't expecting much but this is a highly competent fighter that'll gladly tide you over till Capcom arrive on the scene.

Hold one of the C-buttons when choosing your character and you can change their dreary rags into king-like robes.

Fighters Destiny

Ocean £55 N64 13 ● 86% ● JB

STAR GAME

Gorgeous animation, likeable characters and an ingenious Master Challenge. In a very real sense, *our Tekken*.

Enter the Master Challenge with any character, beat everyone, and you will be able to select the Master as a playable character. ● Check out the guide in N64/14.

Madden 64

Electronic Arts £55 N64 10 ● 92% ● TT

STAR GAME

The *Madden* series' first outing on the N64 is as fantastic as ever. In fact, probably the best version of the game so far.

When you're on the fourth and you're, um, down. (Shuffle) Right. When on the fourth and down, make sure you, erm... (Shuffle) We'll get back to you on this.

GO! GO!

Mario Kart 64

Nintendo *£50* N64 4 ● 91% ● JD

The multiplayer modes are outstanding and you'll still find yourself racing the one-player tracks long after you've beaten the game.

*At the start of the race, time your acceleration burst just before the light turns green to get a rocket start. ● Complete guide in **N64**/4 and Double Game Guide + no. 2 (with issue 13).*

Mischief Makers

Nintendo/Treasure *£50* N64 8 ● 90% ● JB

It's retro but it's totally rewarding and expertly constructed. Along with *Yoshi's Story*, a perfect example of how to do 2D on the N64.

*Check out our extensive guide to making mischief mischievously in **N64**/12. You won't regret it. Nosiree.*

MK Mythologies

GT *£Too much* N64 11 ● 9% ● JD

Disturbingly bad, this could only be less enjoyable if it squirted sulphuric acid into your face. Hate it till you can hate no more.

Creep along in that sideways spider fashion and then SUDDENLY GET CRUSHED BY A PILLAR. Then place your fist into the TV screen.

Mortal Kombat Trilogy

GT *£60* N64 1 ● 34% ● TW

This is really poor. A wealth of options, cheats, extras and finishing moves can't save it. Avoid with clinical determination.

*For unlimited credits, press Down, Down, Up, Up, Right, Right, Left and Left on the Story screen. When you lose, you'll have infinite credits. ● Cheats in **N64**/1 and **N64**/4.*

Multi Racing Championship

Ocean/Imagineer *£55* N64 8 ● 71% ● JD

The conversion job has done it no favours. 'Gritty' graphics and, in comparison with *Top Gear Rally*, it's also far too easy.

*Win Gold on all three tracks to open up the Challenge mode. Beat that to win the two hidden cars. ● Game tips in the review **N64**/5.*

Mystical Ninja starring Goemon

Konami *£60* N64 14 ● 90% ● TW

There's plenty to sink your teeth into here. A sprawling, enjoyable adventure that works its socks off to square up to *Mario*.

*Check out the review in **N64**/14 and a complete walkthrough of the game in **N64**/15 and 16.*

Nagano Winter Olympics

Konami *£65* N64 12 ● 32% ● JD

Luge, bobsleigh, halfpipe, *curling*, they're all here and they're all supremely boring. Still, if you're having trouble sleeping…

To succeed at Luge, press the Left and Right shoulder buttons occasionally until you reach the end. Quite literally, crap.

NBA Hangtime

GT *£65* N64 6 ● 52% ● JS

The problem here is that two-on-two basketball gets very boring, very quickly. Even with a cheats list, your attention will soon wander.

*Create duplicates of star players by entering 0000 as your pin. Now type in your name as the name of the player. ● See **N64**/3 for a complete list of names.*

NBA Pro '98

Konami *£55* N64 14 ● 71% ● JP

An enjoyable multiplayer game and lots of options. Good, but hardly brilliant. The question is do you *really* like basketball?

The option to disable various game rules is a welcome bonus but remember that this isn't a cheat because you give your opponent the same advantage.

NFL QuarterBack Club '98

Acclaim *£50* N64 10 ● 86% ● TT

It's got the crucial NFL licence but doesn't quite manage to displace *Madden*. More for the purists, work at it and you'll reap the rewards.

When you're on the fourth and down, try getting your, erm, you're… (Ahem. Shuffle) Now, then. On the fourth and down make sure your Receiver… Oh, whatever.

NHL Breakaway

Acclaim *£60* N64 14 ● 62% ● DM

Little excitement and a dearth of originality. There's nothing here that hasn't been done better in *Wayne Gretzky*.

Set the level of the referee to 'lenient' to start with and you'll find the game a lot quicker and easier.

Pilotwings 64

Nintendo *£50* N64 1 ● 89% ● TW

A supreme example of how to harness the N64's immense potential. Up, up and away.

The four Birdman Stars are situated in the park in New York, inside the Arctic Island's waterfall, in a cave on Crescent Island and on the bridge-shaped rock on Holiday Island.

Quake 64

GT *£60* N64 15 ● 79% ● JP

Tidy new light sourcing, polygonal monsters, a lame two-player deathmatch and lots of blood. Good, but by no means brilliant.

Select 'Load Game' and do not use a memory pak. Instead, fill the password entry box with little 'Q' symbols, activating the excellent Debug mode.

Rampage World Tour

GT *£40* N64 16 ● 54% ● MK

This conversion of the age-old arcade classic is fun and brings back fond memories. But, ultimately, it's an expensive and limited outing.

To achieve the highest total of points, jump up on top of the buildings and knock them down to the ground.

San Francisco Rush

GT *£60* N64 11 ● 82% ● TW

Gravity-defying leaps, rattling top speeds, mid-air multi-car pile-ups, tonnes of explosions and loads of secret bits. Great fun.

To change the colour of the fog, on the Car Select screen, hold the Z-Trigger and press Down-C, Down-C and Down-C.

Shadows of the Empire

Nintendo/LucasArts *£55* N64 1 ● 78% ● JA

Fab snowspeeder and space battles are ultimately let down by some lacklustre *Doom*-style bits. It still has a great Star Wars feel though.

*To see the end sequence, enter your name as _Credits (case sensitive). ● Challenge Point guides in **N64**/2 and **N64**/3.*

Snowboard Kids

Nintendo/Atlus *£40* N64 14 ● 86% ● JA

Mario Kart on ice. Technically a little ragged but still enormously good fun – just take a look at the multiplayer mode.

*Master that jump start by holding forward and pressing jump just as the Santa look-a-like points his pistol in the air. ● There's a complete guide and a list of special moves in **N64**/15.*

Super Mario 64

Nintendo *£50* N64 1 ● 96% ● ZN

Everything that's made previous *Mario* titles great, fleshed out into 3D. Without doubt, this has to be the world's greatest videogame.

*Loads of tips in our review in **N64**/1. ● '20 most-asked questions', **N64**/1, **N64**/2. Guides in **N64**/2, **N64**/3, **N64**/4, **N64**/5. ● Double Game Guide + no. 4 (free with issue 15).*

Tetrisphere

Nintendo | £40 | N64 13 ● 69% ● SJ

Confusing (surely what it definitely shouldn't be), complicated and, although it looks lovely, eventually it just ends up being frustrating.

Type in the word VORTEX on the password screen then press and hold the Reset button. Keep it pressed and a strange animated sequence will start up.

Top Gear Rally

Nintendo/Boss | £55 | N64 8 ● 86% ● JD

Some of the fastest, most realistic driving ever to grace a computer game. Well designed tracks help ensure a healthy lifespan.

Complete game 'seasons' to earn (in order) the Milk Truck, Helmet Car and Ball Car. ● Game tips in the review N64/8.

Turok: Dinosaur Hunter

Acclaim | £60 | N64 1 ● 91% ● TW

Screen-filling dinosaurs, ludicrously bloody violence and some breathtaking weapons. A phenomenally good game.

At the edge of a platform the screen will dip. Jump here to gain maximum distance. ● Cheat listing Tips Extra N64/2. ● Key-finding guide in N64/2. ● Game Guide + issue 16.

War Gods

GT | £50 | N64 4 ● 46% ● JA

Vile characters, half-hearted moves and ludicrous end results. So, all in all, a complete and utter waste of time.

When you play as Tak, just throw boulders (Down, Forward, Left Punch) at your opponents to win.

Wave Race 64

Nintendo | £55 | N64 2 ● 90% ● ZN

Thoroughly realistic water effects and a scintillating two-player speedway make this easily as enjoyable as *Mario Kart 64*.

To achieve the Helicopter stunt (and 1700 points) – when you're on the ramp, turn sharply in a Left/Up direction and then hold Down. ● Double Game Guide + no. 3 (issue 14).

Wayne Gretzky's 3D Hockey

GT | £65 | N64 6 ● 75% ● TW

For sheer whizz-bang, puck-zipping magic, *Gretzky* is hard to beat, the one thing that lets it down is the fact that it's only ice hockey.

Loads of tips in Tips Extra N64/5. ● For super teams, go to Set-up and then Options, hold L and press the C button sequence: Right, Left, Left, Right, Left, Left, Right, Left and Left.

Wayne Gretzky's 3D Hockey '98

GT | £60 | N64 16 ● 70% ● MK

A good ice hockey game but, when all's done and dusted, is it really different enough to *Gretzky* mark one to warrant buying? No.

To access a cunning sub-game, where the ice hockey players scrap each other, keep fouling the same opponent.

WCW vs NWO: World Tour

T•HQ | £55 | N64 12 ● 70% ● TW

A perfectly acceptable, technically solid beat-'em-up with 37 grapplers with colourful pants. Not quite *Tekken* though.

Each character has two special moves, one for legs and one for heads, and these you can get to by holding A and wiggling the analogue stick.

Wetrix

Ocean | £40 | N64 15 ● 74% ● JP

Reasonably priced take on the age-old *Tetris* theme, with water and mountains. It's better than *Tetrisphere* but, ultimately, lacks variety.

To prepare for bombs falling, build a raised area in the right corner of the screen. When a bomb appears, drop it in this safe zone, returning to make repairs later.

World Cup '98

EA | £60 | N64 16 ● 73% ● JA

FIFA as *FIFA*'s always been. Competent, licence-led but sluggish, frustrating and now with semi-automatic tackling. Hmm.

Win the World Cup – on any difficulty – for access to the Classic Match option. This allows you to replay past finals.

Yoshi's Story

Nintendo | £50 | N64 15 ● 86% ● TW

Surprisingly, a Nintendo game that lacks both ingenuity and longevity. But it's amazing to play and beautiful to look at.

To find the white Yoshi, work your way through level 3 until you find poochie yapping at a red pipe you can't reach. Go down the next red pipe and look for the ? bubble. Voilà!

don't forget!

N64 Magazine has its own little corner of the information superhighway at *www.futurenet.com/gamenetn64/* You'll find the lowdown on the latest issue of **N64** Magazine along with reviews, previews and even a chat page.



Import Games DIRECTORY

1080° SNOWBOARDING	Nintendo ● 14 ● 89% ● JA	UK release Winter '98	Not an immediate hit, *1080°* will take time and perseverance. Its utter brilliance, though, just has to be admired.
64 O-SUMO	Bottom Up ● 11 ● 90% ● ME	UK release Unlikely	Sumo it may be, but Bottom Up have turned Japanese wrestling into a stonkingly fine, fun-filled fat-fest.
AIR BOARDER 64	Human ● 16 ● 62% ● TW	UK release August	An unusual and quirky little game, but there's no proper objectives and no real challenge. Looks great, plays boringly.
ART OF FIGHTING TWIN	Culture Brain ● 12 ● 78% ● DM	UK release TBA	A simplistic beat-'em-up but one with some charm and, given the dearth of quality N64 fighting games, not a bad proposition.
AUGUSTA MASTERS '98	T&E Soft ● 14 ● 47% ● JP	UK release TBA	Your N64 could run this with the power off. A very poor conversion of a dated game design to be avoided at all cost.
BOMBERMAN HERO	Hudson ● 17 ● 66% ● TW	UK release Autumn	Strangely compulsive at times, but not much of an improvement over *Bomberman 64*. No multiplayer mode at all.
DENRYU IRAIRABOU	Hudson ● 12 ● 65% ● JN	UK release Ha! No	*Denryu* is a console-based version of the game at fêtes with the copper stick and wire. It's up to you.
DORAEMON	Epoch ● 2 ● 60% ● TW	UK release Unlikely	A slightly linear, slightly confusing and all-too-tedious *Mario* clone. Perhaps more suited to your younger brother or sister.
DUAL HEROES	Hudson ● 12 ● 28% ● DM	UK release May	After much hype, Hudson reel out a horrendous beat-'em-up with little or no redeeming features. A travesty of justice, indeed.
FAMISTA 64	Namco ● 11 ● 68% ● TW	UK release No chance	Not quite the Namco debut we were hoping for, but probably just about edges it as far as baseball games go.



Import Games DIRECTORY contd.

G.A.S.P! FIGHTER'S NEXTREAM	Konami	15	52%	MK	Japan	UK release TBA	It's frightening when developers like Konami can't get it right, but *G.A.S.P!* is another appalling attempt to emulate *Tekken*.
THE GLORY OF ST. ANDREWS	Seta	1	58%	TW	Japan	UK release Unlikely	The N64's first golf game lacks any redeeming features whatsoever. A ropey graphical engine and dodgy controls.
JANGOU SIM MAHJONG DO 64	Video System	7	69%	JD	Japan	UK release Never EVER	So, the best mah jong game yet? Well, probably, but does it really matter? It'll probably fly off the shelves in *ker-razy* Japan.
J-LEAGUE DYNAMITE SOCCER	Imagineer	8	66%	TW	Japan	UK release Unlikely	What chance has a sprite game in a world with *ISS64*? This is incredibly basic but persevere and you might get some joy.
J-LEAGUE ELEVEN BEAT	Hudson	10	52%	TW	Japan	UK release Nope	While *Dynamite Soccer* was an ugly but enjoyable fat-bloke football game, *Eleven Beat* is plain ugly. One word: *ISS64*.
JEOPARDY!	Take 2	16	9%	MK	USA	UK release Pray, no	Less a game and more a vile disease, *Jeopardy* is monstrously bad. So ugly that, if you look at it, you'll turn to stone.
J-LEAGUE PERFECT STRIKER (N64 star)	Konami	1	89%	TW	Japan	UK release Now (as ISS64)	Konami prove their footballing dominance with a magical soccer sim. Breathtaking animation and a plethora of fantastic moves.
KING OF PRO BASEBALL	Imagineer	1	68%	TW	Japan	UK release Unlikely	The super-deformed players are entertaining for a while but the slow runners and super-skilful CPU will eventually get you down.
MAH JONG 64	Konami	1	69%	WO	Japan	UK release Unlikely	If you've never played mah jong this would be a very tough way to learn, with its copious Japanese text.
MAH JONG MASTER	Koei	3	65%	JD	Japan	UK release Never	More of a beginners guide to the game than previous efforts. The heavy reliance on Japanese text makes it a bit tricky though.
MK MYTHOLOGIES: SUB ZERO	Midway	11	9%	JD	USA	UK release Out now	Worse than *Wheel of Fortune*, *MKM* could only be less enjoyable if it intermittently squirted sulphuric acid into your face.
NBA COURTSIDE (N64 star)	Nintendo	17	90%	MK	USA	UK release Out now	Hugely enjoyable basketball game, with simple intuitive controls, crisp and smooth graphics and intelligent team mates.
OLYMPIC HOCKEY	Midway	15	60%	MK	USA	UK release Out now	Unadulterated cash-in with the *Wayne Gretzky* engine. Good, except *Wayne Gretzky*'s the same but better.
PACHINKO WORLD 64	Hewia	13	12%	TW	Japan	UK release Um, no	Pachinko is like pinball without the skill and this console version doesn't do it any further favours. So dull, death seems enticing.
POWER LEAGUE 64	Hudson	7	42%	JA	Japan	UK release No, thanks	We've got nothing against baseball although it is, plainly, tedious but this effort from Hudson is tragically awful.
POWER PRO BASEBALL 4	Konami	3	54%	TW	Japan	UK release Unlikely	The fourth in Konami's series of baseball games, this went ballistic in Japan but we don't rate it as highly as *King of Pro*.
POWER PRO BASEBALL 5	Konami	17	78%	MK	Japan	UK release Unlikely	Improved again with a tweaked game engine and a strangely enjoyable RPG section. Strictly for fans of Japanese weirdness.
PUYO PUYO SUN 64	Compile	10	80%	ZN	Japan	UK release Maybe	You didn't buy your N64 to play this but it's still rollickingly good fun. So, if you're rich, try it on for size.
ROBOTRON 64	Midway	12	75%	JN	USA	UK release Out now	An entertaining update of the classic shooter but one that could quite easily make a home on the SNES. Good, but not great.
SIM CITY 2000	Imagineer	13	83%	JP	Japan	UK release Autumn	Although it looks no different to the SNES version, this still plays as magnificently as ever. Look out for the UK version soonish.
SUSUME! TAISEN PUZZLE DAMA	Konami	15	78%	TW	Japan	UK release TBA	Another N64 *Puyo Puyo* game but a quirky, enjoyable one all the same. Plus, there's a great bowling sub-game.
TAMAGOTCHI WORLD 64	Bandai	12	79%	JN	Japan	UK release Ooh, no	It's a 64-bit board game and it's quite fun but it goes on a bit, gets a tad samey and, obviously, guarantees minority audiences.
TOKON ROAD	Hudson	12	49%	DM	Japan	UK release Unlikely	The latest entry from the highly productive Hudson is a tedious old wrestling sim that lacks the refinement of *WCW vs NWO*.
WHEEL OF FORTUNE	Gametek	11	17%	TW	USA	UK release Spring '98	Abominable visuals, tragic animation and hideous Americanisms. Worse than accidentally falling off a cliff. And surviving.
WILD CHOPPERS	Seta	11	72%	JD	Japan	UK release TBA	A good, solid chopper sim and one with an unusual but actually quite intuitive control system. Perhaps a bit easy, but good fun.
WONDER PROJECT J2	Enix	1	55%	WO	Japan	UK release Unlikely	Guide a robotic girl through various 'real-life' situations with the overall aim of making her a real person. Weird and very Japanese.

THE NUMBERS NET

Phone numbers and Internet sites for companies with a Nintendo 64 interest.

N64 SITES

THE Games	(01703) 653377
Nintendo USA	www.nintendo.com/
Nintendo Australia	www.nintendo.com.au/
Nintendo Japan	www.nintendo.co.jp/
Next Generation	www.next-generation.com/
IGN64	ign64.com/

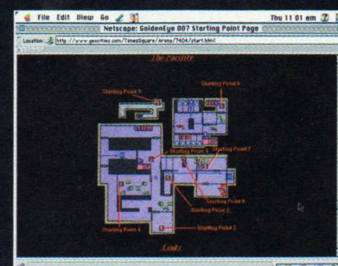
SOFTWARE COMPANY SITES AND NUMBERS

Acclaim	(0171) 344 5000
Japan	www.acclaim-jp.com/
US	www.acclaimnation.com/
Argonaut	www.argonaut.com/
ASCII	www.asciient.com/
Atlus	www.atlus.com/
BMG	(0171) 973 0011
	www.bmg.com/
Boss	www.bossgame.com/
DMA Design	www.dma.co.uk/
Electronic Arts	(01753) 549442
	www.ea.com/
Gametek	(01753) 854444
	www.gametek.com/
GT	(0171) 258 3791
	www.gtinteractive.com/
GTE	www.im.gte.com/
Hudson Soft	www.hudson.co.jp/
Human	www.human.co.jp/
Imagineer	www.imagineer.co.jp/
Interplay	(01628) 423666
	www.interplay.com/
Konami	(01895) 585 3000
Japan	www.konami.co.jp/
US	www.konami.com
Midway	www.midway.com/
Namco Japan	www.namco.co.jp
US	www.namco.com/
Ocean	(0161) 832 6633
	odon.com/ocean
Paradigm	www.paradigmsim.com
Rare	www.rareware.com
Seta	www.seta.co.jp/
THQ	(01372) 745 222
	www.thq.com
Titus	www.titusgames.com/
Ubi Soft	(0181) 941 4004
	www.ubisoft.com/
Williams	www.williamsentertainment.com/

Recommended web sites

Each month we scoop off the cream of the Internet's N64-related web pages. This month...

www.asgard.net.au/~glenm/goldeneye/
If you think we've been thorough in dissecting *GoldenEye* in the mag, you should check out the Internet. There are sites out there produced by people who must do nothing all day but experiment with different settings and tactics in order to squeeze something extra out of their favourite game. Take a look at Glen McDiarmid's page which is slow but exhaustive, and features links to plenty of other *GoldenEye*-related sites.



△ *What a life eh? Just playing GoldenEye all day. Even games reviewers don't get it that good.*

N64 MAGAZINE CONTACT

N64 Contact is the section of the mag designed to help you. Whether you want to offload old games, find yourself a penpal or just ask for some help!

Arrange swaps, buy new games or offload your old ones, find penpals, buy fanzines or look for help with games – you can do it all on this page and it'll cost you absolutely nothing.

There are six sections at the moment but if there are a significant number of alternative entries we'll consider opening new ones. What's more, each month, starting next month, we'll choose one particular advert to be 'Ad of the Month' – probably the strangest one, or one that's made us all laugh. The lucky sender of that ad will receive any of the bits and pieces that normally arrive in the office during the month. New memory cards, odd joypads, strange steering wheels – you wouldn't believe what turns up. The Ad of the Month will also appear in a nice, large box, making it just that little bit more eye-catching.

There are a few rules – they're printed on the form below. If we get deluged with forms, we might not be able to print them all in one month, but in a feat of almost mechanised organisation we will, eventually, get round to every single one. Promise. Oh and you don't have to cut up your copy of **N64** Magazine, either. A photocopy will do just fine (as it will for any of the other forms in the mag). Right then, we look forward to your ads.

GAMES FOR SALE

- *NBA Hangtime*: £25 o.n.o, *FIFA '98: Road to the World Cup*: £40 o.n.o or I would swap any for *Multi-Racing Championship* or *Top Gear Rally* or *San Francisco Rush*. Call Ashley Schrader on 01493 782098.
- *Wave Race*, *Lylat Wars* and *US Sub Zero*. All in good condition and fully boxed with instructions. Good prices wanted or swap for good games. Call Simran Bedi on 0181 843 0733.
- *ISS64*, *Tetrisphere*, *Yoshi's Story* and 256Kb memory card for sale. All in good condition. I would also consider swapping games. Call Chris Mossman on 0113 287 5509.
- N64 games for sale. *Turok*: £25, *ISS64*: £20, *Mario*: £25, *Mario Kart*: £35 o.n.o. As new. Call John on 01798 344195 (Evenings).

N64 MAGAZINE READER ADVERTISEMENT FORM

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I wish my ad to go in the following section (please tick)

- ☐ Games for Sale
- ☐ Fanzines
- ☐ Games Wanted
- ☐ Penpals
- ☐ Games to Swap
- ☐ Help Wanted

THE RULES

Sadly, yes, there are some. Private ads only. Trade ads will be taken round the back, roughed up and thrown out. Adverts for pirate software will not be accepted, either, and we might even hand them to the head teacher at lunchtime. Snitch!

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Ever wondered how the game in someone's head turns into the cartridge in your N64? It's not as easy as you might have thought...

THE EVOLUTION

Just how do ga m

Take one huge film licence, mix in a few ideas (no need for too many), spend a couple of weeks designing the walk-on characters, slap on a massive marketing budget for three months and enjoy the fruits of your labours.

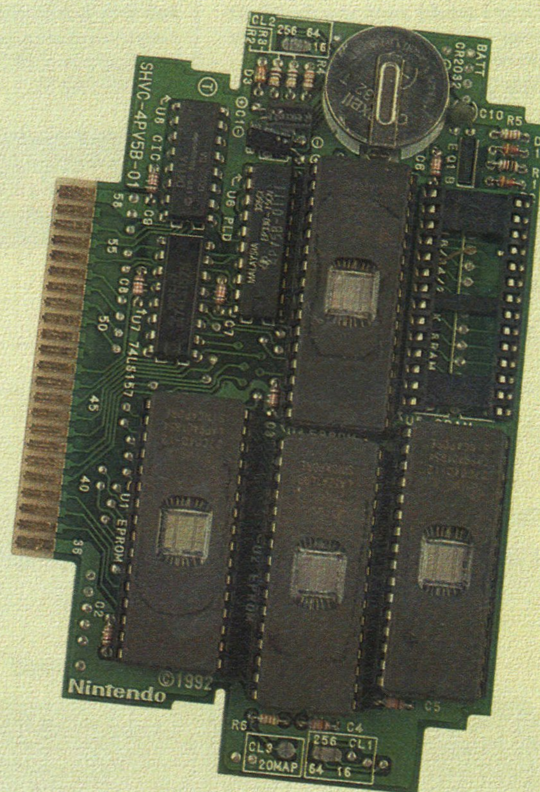
Unsurprisingly, this *isn't* how a game is created. It's a massively more complicated procedure. In fact, it's a horrendously expensive organisational nightmare, occupying the time and effort of a huge team of ideas men, programmers, artists and marketing men. And women. Indeed, taking a game from the germ of an idea to that little grey box that's currently occupying the hole in your N64 is an epic. If it was a film, it would be Dr. Zhivago.

So, why do it? Why go through all that hassle and stress when, at the end of it all, you could just as easily fall foul of the cold-hearted journalist, only offload ten copies of your game (nine of which were nicked in a ram raid) and end up making a loss? Because, equally, the rewards for making a truly great game are astoundingly lucrative. Turn up at Rare's car park and you'll realise that much. Mercedes convertable, anyone?

But, that's by the by. Getting even close to the point where you can go out and buy a house for cash (it has been known to happen up Twycross way) requires months, nay years, of hard graft. Endless planning meetings, plenty of heated discussions and a partner-niggling number of late nights all come before. And, of course, we all want to know what's involved in the whole "come before" process. So, setting up camp in a number of respected British development houses, we stuck the kettle on and watched as three potentially blockbusting games took shape...







Idearassic period | *Developmentazoic period* | *Programmalithic period*

by Steve 'Desmond Morris' Owen
and Tim 'David Bellamy' Weaver

GAME

es get made?



Testeroic period



Releaseatious period

GO! GO!

THE ORIGINAL IDEA

The very beginning of the development process. So, what happens? Do companies employ specially trained and highly paid 'Ideas Men' *just* to sit down and come up with an idea? Do the scriptwriters sit down for hours and sketch out the bones of a story? Do programmers come up with the ideas? N64 asked Brian Baglow at DMA. "The idea for *Silicon Valley* originally came from Dave Jones, the head of DMA", reveals Brian. "He produced it almost out of thin air. It's really a very, very basic idea". But, is this a standard approach to coming up with a concept? "I expect so. The idea for a game generally comes from one person, just out of the blue. I can't imagine very many developers sit around in a group of ten and say, 'Right, let's think up an idea, then'. It's just not a realistic way of working".



Body Harvest. *Brilliant now, but it's been three-and-a-half years of super-strenuous struggle.*

The idea for Silicon Valley came from DMA's boss. He produced it almost out of thin air.



That's fine, of course, with a game that isn't bound by a licence. But Infogrames, and subsidiary Ocean before them, had quite a few more problems before they even got as *far* as planning ideas. Nathan Wilson at Infogrames explains: "Obviously the licensee, Viacom and Paramount in *Mission: Impossible*'s case, wants to know that we are going to make a good game. We also had to sit down with Tom Cruise. He's very protective of his image, so it was decided before the game even began that we weren't going to use his face. We also had to ignore the fact that he's quite short – he's got quite a hang-up about it – so the women in the game had to be shorter than or the same height as his character, while the other male characters had to be generally the same height or slightly smaller. There's a long process of negotiation before we even get to sign the license contract". And when you finally get to sign? Nathan laughs. "We had to sit down with Tom Cruise again and talk about our ideas".



Any Mission game has to include Jim Phelps, head of IMF.

And what of *Earthworm Jim 3D*, a game somewhere between *Silicon Valley* and *Mission: Impossible*: an original game, but part of a series. Chris van der Kuyl at Vis gives us the lowdown: "The starting point for any sequel based on a really, really strong license like Jim is to go back and play the first two games. Everybody on the team played through the Sega and Nintendo versions until they knew them inside out. From there it's really trying to see what's the essence of Jim's character. We have to take a step back and say, 'What's Jim about?' It's about incredible humour, really good gameplay and cartoon-style graphics. You take those three elements and then decide where the game's going, ideas-wise".



Beautiful graphics, sublime gameplay. But, that's just the end result of years of hard work.

EARLY DESIGN

Once a developer has decided on an idea and they're clear on the story, then they can start to design the earliest parts of the game. This section of game development is generally where the team splits off into their various factions. However, at this juncture there is little point in starting programming immediately. You need to decide on what will work, and which direction the game will take rather than wasting time on possibly fruitless coding.

"When we had the idea of crossing animals", says Brian Baglow, "we had to come up with early designs and balance out the different skills. You then have to design levels that take advantage of those characters." But while artists are battling with paper and pencil, your programmers can't put their feet up. They are typically playing around with prototyping different engines, estimating final frame rates and fields of view. "With the design and technology in place, that's when we can start working on the game," reckons Brian.





The environments for Silicon Valley were one of the first things started in the project.

THE DEVELOPERS

DMA Design

Set amongst the futuristic-looking Technology Park in Dundee, DMA first attained worldwide recognition with *Lemmings*, a gaming phenomenon that earned them enough money to buy a small Pacific island. Their latest project, the hyper-violent *Grand Theft Auto*, has also gone down a storm, thanks in part to Max Clifford's canny publicity machine (something we'll touch on later). N64-wise, they're currently hard at work, with *Body Harvest*, set for October, *Silicon Valley* some time shortly after and *Wild Metal Country* in 1999. Busy boys, indeed.



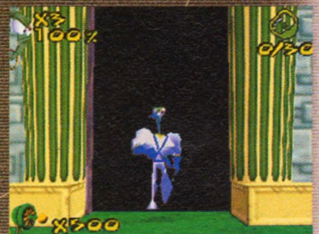
Infogrames

France's chief developers, Lyon-based Infogrames, have been loyal SNES and Game Boy developers for yonks. However, they've yet to debut their first in-house N64 project, even though they've got four currently on the go: *Space Circus*, *V-Rally 64*, *Looney Tunes Space Race* and, the nearest to completion of them all, *Mission: Impossible*. And it's with *Mission: Impossible* we shall stick, particularly as it's had such an 'interesting' development period, started all the way back when the N64 hardware was still being worked on in 1995.



Vis Interactive

For Vis, making a game is a completely new experience. The Dunfermline company, whose offices are set amongst the remnants of a disused hospital, have never developed a *game* before, let alone an N64 game. And, to make matters even harder, their first game – and multi-platform game at that – is the third *Earthworm Jim* installment, the first of the series to make it into 3D. So, coping with their first title, the fact that they've got to continue the success of the *EJ* games *and* N64 development should provean interesting little proposition. Onwards...



"Before development started the artists sketched out different scenarios", continues Nathan Wilson. "We had an idea of what missions to include in the game, but you need to visualise it before you can start coding. The artist and level designer need to get an idea of what the game should look like and the only way they can communicate that to the programmers – who have to bring the ideas to life – is with pen and paper".

Chris van der Kuyl agrees that the paper design process is essential, but the programmers can make themselves busy. "The essential part of the design process involves a creative team that sits down and works it out on paper. They come up with the back story and decide on the core gameplay. Once we've got enough there, we go straight into prototyping". Prototyping being the testing of ideas in early, up-and-running versions of the game.



Mission: Impossible has seen more problems than most. But, Infogrames have had a calming influence on the game and it now looks great.

PROGRAMMING AND DEVELOPMENT

With sketches done, ideas passed round, early programming tested out and moulded into shape *and* the team clear on their roles, programming proper can begin. Development teams are typically small during the early stages, as everyone is waiting for early design and code to be implemented. As the game begins to take shape, though, more and more staff are brought in, either by being plucked from other projects or as freelance. And the order in which things are done seems to be a surprisingly set-in-stone process.

"Most of the artists would go to a level designer with an idea and see what they think", Brian Baglow says about *Silicon Valley*. "The level designers may already know that it doesn't work. But it's always better to have more levels than you need so that you can discard the ones you don't like, rather than wrack your brains trying to come up with the last few."

You need to decide when the effort stops being worthwhile. If you are going to take three weeks to add something that most people wouldn't even notice then it becomes a waste of time.

"It took six to 12 months to start coding *Mission: Impossible* from design" agrees Nathan Wilson. "The team start first on level design. The artists suggests a visual style and the level designer transfers this into reality. The programmers then ensure that the two – style and level design – meet without any visible seams". But, Infogrames had a few unforeseen problems in development. "Obviously we weren't allowed to have any killing in the game (part of the agreement with Tom Cruise). The game was supposed to be entirely espionage-based. But after we saw *GoldenEye* we realised that gamers demand a bit more action. That caused us a lot of problems with the licensees where we had to explain the situation".

Ah, the joys of a licence. Whilst it might seem the glamorous option, the licensees can prove to be a bit of a nightmare. "Every single design from a level has to be approved and each new element takes about two weeks to be approved. It really slows up the development process. Programmers and level designers produce something, it's sent off for approval, then they really can't do a lot for two weeks while they find out if it's okay, because the same thing's going to apply to the next section they design. It's really annoying".

And, worst of all, Nintendo also keep its third-party developers on a tight leash and, if they're running over schedule, they can pull the plug when they want. Nathan admits that Infogrames were nervous. "At any time Nintendo could have said, 'Right, you're six months late, we're taking the license off you', and that would have been money down the drain."

No such licencing problems for *Earthworm Jim 3D*, though. "We started on the different environment engines", begins Chris van der Kuyl. "From the general running about and shooting engine, we prototype that with all the different guns and abilities. And the twister engine, when he's stuck inside a tornado, we tried that out with just blue boxes to feel how it would play. Little by little we add to it, even adding sound effects early on to get an idea of how it will work. Sometimes it's as



simple as having two boxes moving on-screen. Other times the animation is so integral to what's going on screen that until it's in place you'll never quite judge if it's right or not. As you go through this process, you're constantly reiterating where the design has gone, and where you should take it to next, and maybe stepping back and doing a bit of work on paper again before you go forward."

And so it goes on. Sketches turn into scenarios, level ideas turn into level designs, characters *finally* interact with scenery and music is layered over the top. "It's when you have programmers, artists and level designers that you generally have the most people working on it," claims Brian. "Currently, we have three programmers, three artists and two level designers. The artists are less busy than they were – they've been working on the game for a couple of years now – so they are working on level design as well, and they're coming up with some really good ideas. We don't tend to have a very rigid structure. If the artists have good ideas for levels, that's great.

"There's always stuff you can add, parts you can polish", continues Brian. "But it would be a never-

GO! GO!

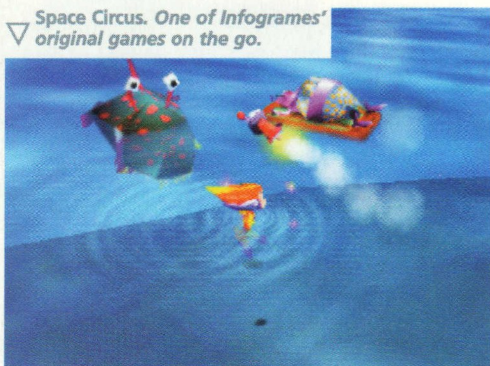
LOADSA MONEY!

Nintendo games provide the tightest profit margins thanks to the cost of the cartridges. Nevertheless the top games can expect to sell about two million copies worldwide. Obviously as the popularity of the N64 builds up in the run up to Christmas, this number will just get bigger and bigger. It's then that you get the astronomical profit levels of the *Tomb Raiders*, *Resident Evils* and *Final Fantasy VIIs*.

Electronic Arts have said that they will only develop for the N64 when they feel there is an advantageous niche to be filled. Clearly the profits are a bit poor for their blood at the moment. They are, after all, the largest games developer in the world. Tsch.



Ethan Hunt. Couldn't look like The Cruiser. So, instead, he looks like, well, no one at all.


Space Circus. *One of Infogrames' original games on the go.*

ending process. You need to decide when the effort stops being worthwhile. If you are going to take three weeks to add something that most people wouldn't even notice then it really just becomes a waste of time. Producers are generally quite good at saying that programmers are wasting their time on something. You have to be realistic but the bottom line is that the game must be good. It has to be something that we want to play."

So, why do games always take such a long time? Like Brian says, it's been a couple of years now for *Silicon Valley*. "DMA is more relaxed. Dave (Jones, head of DMA) comes up with an idea and when we come up with a great game design that everyone here wants to play, *then* we work at it. Time scales are important, but they aren't the bottom line. *Body Harvest* took three years, *Silicon Valley* is coming up to two years, but we're more interested in making a really good game. Good games always sell."

Time scales are important, but they aren't the bottom line.

But, it must cost *sooooo* much money. People, machines, licences, mistakes, they all cost money, surely? "Well, think about it", says Brian, avoiding the direct issue. "*Final Fantasy VII* had about 150 people working on it for three to four years. Their costs would have been in the tens of millions. We're not talking that much on *Silicon Valley*, but it's still a very dear undertaking." Yeah, but what does "dear" equate to in readies? "Um..." Not keen to divulge, eh? Well, we'd imagine it's closing in on a million pounds. No, really.

RESPECT ROYALTY

Most publishers aren't set up to sell their games in every country of the world. Japanese publishers, for instance, don't know or understand the European market as well as the local lot. It would be folly to ignore us, though, for we have much money to spend.

The alternative is to license the game to a European publisher. The deal here is that the European publisher, Infogrames for the sake of argument, negotiates a lump sum up front for the exclusive rights to the game, *GT64* for want of a better example. At the same time Infogrames arranges to pay the foreign publisher – Imagineer in the case of *GT64* – a percentage cut of each game sold on top of the lump sum. This is typically £3 or £4 per cart, although it obviously depends on the quality of the game.

The lump sum is a sweetener. Smaller companies with smaller titles might just be given a non-returnable advance on the royalties, or a lower cut. Naturally, European games sold in the US and Japan work the same way, which is why *Body Harvest* is being published by Midway in the US and Gremlin over here.

PLAYTESTING

Perhaps the order of development has been thrown a bit by the inclusion of playtesting. Why? Well, playtesting goes on just as soon as there's a version of the game up and running. Indeed, when N64 visited DMA 18 months ago, *Body Harvest* was being playtested for bugs even then – and by a staggeringly big team. Is this usual, then? "Yes. The sooner the playtesters can locate bugs, the sooner we can take them out and the sooner we can leave that section of the game alone", says Brian Baglow. Playtesting is actually a long, drawn out process. It requires meticulous research. It's not like playing a game, it's like doing homework.



Still, once the in-house playtesting has been done, the game is shipped off to Nintendo and their two super-efficient playtesting sections: Japan's Mario Club and America's Mario's Treehouse. "There are certain plans you've got to work within," illustrates Brian. "The Start button, for example, must pause the game and bring up a menu. You can't just say, 'Ah, to hell with everything'. They have some guidelines you have to work within. You've got to make sure these things are in place before you send the game off. And, of course, Nintendo are never shy about making suggestions. *Body Harvest* was originally a 3D shoot-'em up, but Nintendo came back to us very quickly and said that they were looking for an RPG."


Body Harvest *was once under Nintendo's wing. Now Gremlin have taken it on.*

Chris van der Kuyl expands on this point: "Nintendo are the most pro-active company we've ever been involved with. We submit things to them very early on to get their approval. It goes to the Mario Club throughout development. You'd be mad to ignore the comments they come back with", insists Chris. "These guys are fully representative of the people that are going to be playing it. I admire Nintendo a hell of a lot for their entire attitude and approach."

Once Nintendo have searched out any bugs or discrepancies in the game, the developer can make any tiny last adjustments. Then, final code of the game is sent to Nintendo once again before they give it the smile-inducing thumbs-up.

MARKETING, ADVERTISING AND PUBLISHING


Silicon Valley *is nearly finished. Now all the marketing, reproduction and PR is done.*

Once the game is approved by Nintendo, all the flashy stuff can begin. The job of making people aware of the game and trying to shift more copies than the Bible lies at the feet of the publisher. And the publisher is *not* the same thing as a developer.

Let's take an example. DMA have *developed Silicon Valley*. They came up with the idea, they saw the idea through and (in a couple of months) they finish the game off. And that's when the publisher comes in, Take 2 Interactive in this case. They pick up the finished game, arrange advertising, ensure the game is packaged, order the cartridges from Nintendo and, eventually, put the game out onto the shelves. Sounds simple, eh? It isn't.



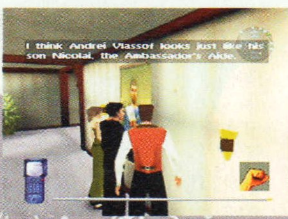
EWJ3D. *The last to reach stage five of our Evolutionary guide. Could be the one to watch, mind.*

"Even when the development is over – final code has been submitted to Nintendo in the US – the job isn't finished", admits Nathan Wilson. "The European release (of *Mission: Impossible*) has been delayed until September 1st to allow for a big marketing push over the summer, including cinema adverts. You also need to add on duplicating time for Nintendo, so that they can produce enough carts. This is typically four to six weeks depending on the time of year. But, you have to book a slot with Nintendo and, if you want to ship during the Christmas run-up (the busiest time of the year), then heaven help you if you miss it".



When you miss your slot, it's called 'slipping' and this is something that many, many publishers have done in the past. The problem with 'slipping'? "It costs *so* much money", according to Nathan, which means something like *Zelda 64* has probably

Mission: Impossible is currently passing Beta testing at Nintendo. Expect it to reach your local EB some time in September.





Body Harvest's development is wrapping up round about now. DMA are designing packaging.

already incurred staggering expenses. "There's a lot of development money at stake".

Once the reproduction of cartridges has been completed and packaging has been designed and printed, the publisher has to start booking shelf space at your local EB and Virgin Megastore (amongst others). Stores will only buy in significant quantities of the games they're sure will sell well, and it's up to publishers like Infogrames to convince them that they're on to a winner with each and every title. This means securing extensive coverage in the trade magazines like **N64**, and negotiating discounts and sale-or-return deals with the retailers. Of course, matters are helped considerably if respected magazines like this one give publishers a good review. Then, when they present their case to the stores, they've got concrete back-up to their claims that the game in question will sell.

Advertising is just as important. It's not only about making consumers aware of your game but

Something like Zelda 64 has probably already incurred staggering expenses. Why? The team, the size of the game and it 'slipping'.

drumming up anticipation for it. But, advertising isn't merely about sticking a couple of pretty pictures on a page in a magazine somewhere. To *really* make people sit up and look, you have to go that extra bit further. Like Max Clifford's PR and Advertising agency did with DMA's recent *Grand Theft Auto*. After quietly letting the national tabloids know what the game's content was about, they sat back and watched as The Sun and The Mirror went haywire, plastering the game across their pages and calling it, among other things, "obscene". And, of course, no publicity is bad publicity and *GTA* has been in the Top Ten for months.

THE REAL COST

No one likes the idea of shelling out 50 or 60 quid for a game, particularly if it's a bit of a dud. But who do you think is getting all this lovely wonga?

First impressions would suggest that the retailer is making a killing. Hardly. At the cut price of £50 the retailer would be lucky to scrape in £7 of that. Considering they make about £15 on a PC game, they tend to be grateful that big console games do at least fly out of the door. That's also why PC games tend to encourage a retail price war, but console prices are fixed around the country.

Perhaps the publisher does rather tidily out of it. At an average of £5 they should be so lucky. With the full cost of development hiding in this 'profit', publishers need to hope to shift at least 100,000 copies worldwide if they hope to break even. There are enough N64's out there, and thankfully few enough new releases that there isn't the competition of the PC and PlayStation markets, where more than 80% of games make a loss.

The Government is probably doing best in this deal. VAT at 17.5% means nearly 9% of profit goes to Parliament for doing nothing at all...

The Government is probably doing best in this deal. VAT at 17.5% means that nearly £9 goes to Parliament. The largest chunk goes to Nintendo themselves, though, who get a whopping 50% of the sale price. Nintendo duplicate and supply the cartridges, selling them for around £25 each (now that the price of games has fallen – they used to cost £28 each). But even Nintendo don't do that well out of it. They need this massive per-game revenue to pay for all the consoles they practically gave away. An N64 has around £300 worth of components (although Nintendo's bulk buying does make it a bit cheaper for them). They heavily subsidise the cost of the console to get you to buy it. When plenty of people own consoles they get their money back through the games you buy.

The other £4.25 is split between advertising, packaging and distribution (the people who make sure the cartridge gets from a warehouse to the shops – the middlemen if you like). Advertising is the biggest share at £2.25, but if it wasn't for this money magazines like this one would cost more to buy.

So, although you are paying £50 a game, you are actually subsidising your other habits. £50 is a lot of cash, but when it's spent on something as good as *GoldenEye* it suddenly seems like a bargain. £50 can go behind a bar in a few hours. *GoldenEye* is for life.

Where the money goes





Coming soon in... N64 MAGAZINE ISSUE 19

We hardly dare say – in case Nintendo delay it again – but next issue our cheeks will be flapping to the mighty speed fest that is...

F-ZERO X



– the first review!

MISSION: IMPOSSIBLE

might also make an appearance in the reviews section along with

WWF WARZONE

MORTAL KOMBAT 4 (PAL version)

IGGY'S RECKIN' BALLS and a pleasingly large selection of others

AND

We'll have everything you'll ever need to know about *Banjo-Kazooie* in what will probably be a record-breaking burst of tippage. Not bad eh?



PLUS!

- *More on V-Rally 64*
- *Full investigation into S.C.A.R.S*
- *More on Jet Force Gemini and Perfect Dark*
- *Reviews of every N64 game released around the globe*

N64 MAGAZINE The nitro-charged edition of N64 magazine will be on sale Tuesday 11th August

index to N64 MAGAZINE issue 18

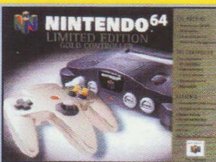
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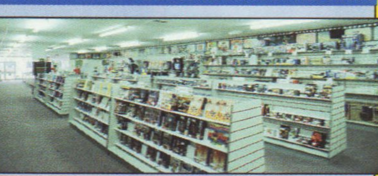
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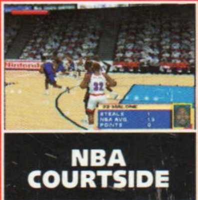
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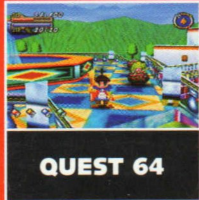
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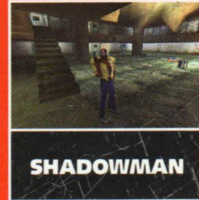



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